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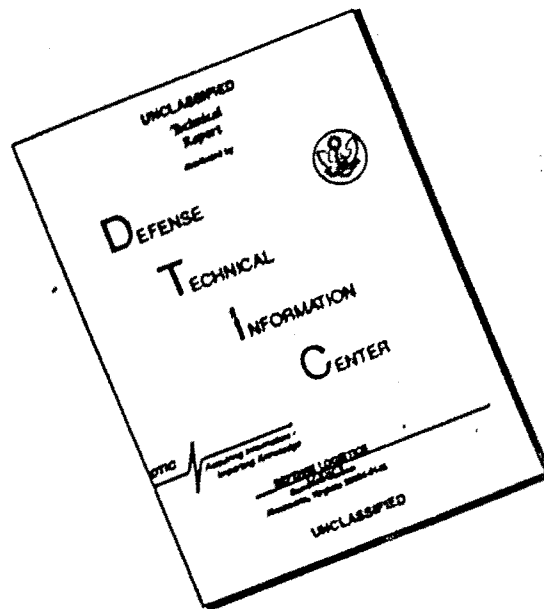
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A QUANTITATIVE ANALYSIS OF HANDGUN USE DURING THE EVASION AND SURVIVAL  
ATTEMPTS OF ARMY AIR FORCE AIRCREW MEMBERS DURING WORLD WAR II -  
DATA

A thesis presented to the Faculty of the U.S. Army  
Command and General Staff College in partial  
fulfillment of the requirements for the  
degree

MASTER OF MILITARY ART AND SCIENCE

by

JOSEPH R. BREAM, MAJOR, USAF  
A.B., GROVE CITY COLLEGE, 1965  
M.A., STATE UNIVERSITY OF NEW YORK, 1975

Fort Leavenworth, Kansas  
1979

**A Quantitative Analysis of Handgun Use During the Evasion and  
Survival Attempts of Army Air Force Aircrew Members During World War II -  
Data**

**Joseph R. Bream, Major, USAF  
U.S. Army Command and General Staff College  
Fort Leavenworth, Kansas 66027**

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**Final report 8 June 1979**

**(Unclassified) Approved for Public Release: Distribution Unlimited**

**A Master of Military Art and Science thesis presented to the faculty  
of the U.S. Army Command and General Staff College, Fort Leavenworth,  
Kansas 66027**

The opinions and conclusions expressed herein are those of the student author and do not necessarily represent the views of the U.S. Army Command and General Staff College or any other government agency. (References to this study should include the foregoing statement.)

# ABSTRACT

This study contains the data used to establish the desirable characteristics of handguns for use during evasion and survival attempts of aircrew members downed in hostile territory. The research design and procedures are also presented.

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## RESEARCH DESIGN AND PROCEDURES

### THE DATA AND ITS SOURCE

The sources of the data required for this data base were World War II evasion narratives of U.S. Army Air Force aircrew members compiled between 7 December 1941 and 30 August 1945. This historical data was retrieved from microfilmed records stored at the Albert F. Simpson Historical Research Center at Maxwell Air Force Base, Alabama.

The author concentrated primarily on reports of aircrew members who evaded successfully rather than on reports from crew members who were captured. However, Prisoner of War (POWs) debriefs were included where an attempt at evasion had been made. Thus, the debriefs of aircrew members who after bailout or crash landing were immediately surrounded by enemy soldiers or hostile civilians and taken captive, or who were so severely injured that they were unable to move, let alone evade, were discarded.

### RESEARCH METHODS

Each debrief was analyzed for pertinent data. An entry was then made on the Data Worksheet (See

Appendix A) reflecting that data. The following details were established: the evadee's age; officer or enlisted status; if he became a POW; and, the number of evadees in the evasion group. In the case of group evasions, one Data Worksheet was completed for each evadee when the report was specified as a joint debriefing. When the report was from a single evadee who evaded as part of a group, only one Data Worksheet was completed. The theater of operation in which the evasion occurred; and whether the evasion took place in the enemy's homeland, in lands they occupied or in those areas which were still being contested was then established. The author also established if the evadee bailed out of, ditched or crashlanded his aircraft, and whether he was injured in the process. Entries were made if the evadee had a survival/evasion handgun and/or a survival kit and whether or not he had received any survival training.

It is important to know if an evadee had his survival kit for it could have been a source of food and medical items. Without a kit, the evadee would be forced to acquire food and medical items from

civilian sources or by foraging. While the content of survival kits varied greatly depending on the type aircraft, the climate, and theater of operation, most contained the following equipment: first aid items; signaling equipment such as flares and mirrors; a compass and maps; fish line and hooks; and, rations (1 to 3 days supply) and water bag. (7:19-20)

The survival and evasion training provided aircrew members during World War II was fragmented. Each command gave their aircrew members some training which ranged from brief orientation to extensive programs. The majority of training was in the form of films and lectures on Escape and Evasion, Jungle Survival, Water Survival, and Resisting Interrogation. (13:24) There were some formal survival schools, managed by the Army Air Force, however, an insignificant number of aircrew members attended these schools. (12:1)

#### DAY-TO-ACTIVITIES

Once the above data was established, the author identified the daily activities of each evadee. For the purpose of this study, the aircrew member was considered to have begun his evasion on the day he abandoned his aircraft, regardless of the actual time,

and to have completed his evasion on the day he was either: accepted by an evasion assistance group, returned to friendly control, interned in a neutral country, or became a Prisoner of War.

The first daily activities the author established were those involved with the acquisition of food, water, medical aid, and clothing. Attempts to acquire those items from such sources as stealing from farmer's fields/homes or using items from the survival kit or foraging for food were kept separate from attempts to coerce assistance from civilians at the point of a gun, and instances where a civilian rendered the assistance without any coercion.

The assumed purpose of a survival weapon was self-defense. The opportunity to use a weapon for self-defense was considered to have occurred whenever an evadee or group of evadees were sighted by enemy soldiers or hostile civilians, whether or not they made an attempt to capture the evadee(s).

Fear of the unknown, of being wounded, captured, or killed can cause some irrational or unusual behavior during evasion or survival attempts. The possession of a survival/evasion handgun might offer an evadee an increased sense of security during these high stress

situations. (1:110-116) The author therefore recognized the need for a weapon any time an evadee indicated a high anxiety level or fear that detection by hostile personnel was imminent.

Finally, all attempts to use a survival/evasion handgun to kill small game for food, as a signaling device, or to mark a position were recorded.

#### TECHNIQUES FOR ANALYZING THE DATA

Once the above data was gathered, the Evadee Data Worksheets were machine read. The data was organized and summarized by special computer programs developed for this study. (See Appendix B for a description and a copy of these programs.) The computer programs were also used to crosstabulate one subpopulation with another and to extract daily activities of any one sample for ease in identifying those factors bearing on survival/evasion handgun use. Percentages, averages, and events-per-man-day-of evasion were used in making comparisons of subpopulations.

Events-per-man-day of evasion was computed by dividing the total number of cases for any one event by the total man-days of evasion for that population. For example, assume that five lone aircrew members evaded in the Middle Eastern Theater of Operations. All five evaded for the first two days before three of

them returned to friendly control. The remaining two evaded for one more day before they too returned to friendly control. These five evadees therefore evaded for a total of twelve man-days (five evadees on day one, plus five evadees on day two, and two evadees on day three). Further, assume that these evadees received food from civilians on five different occasions. The events per man-day of evasion would then be .4167 (five cases divided by twelve man-days of evasion).

## APPENDIX A

## QUESTIONS AND DATA WORKSHEETS

The data extracted from the evaders debriefs, based on the following questions, was entered on the IBM H 45352 machine readable answer sheet for ease of input to the computer programs. An explanation of the answer sheet and coded entries follows:

### Item

A: - The last two digits of the microfilm roll on which the report in question can be found.

B: The film frame on which the report in question starts.

C: The age of the evadee.

D: Number of people, including the evadee, in the evasion group.

E: Was the evadee an officer or an enlisted man?

A = Officer

B = Enlisted

F: Did the evadee become a POW?

A = No

B = Yes

G: The theater of operation (See map on page 60 ) in which the evasion occurred.

A = European

B = Mediterranean

C = Pacific Ocean Area

D = Mid East

E = China, India, Burma, and SEA

F = Others

H: Within which territory did the evasion take place?

A = Enemy territory

B = Territory occupied by enemy forces

C = Combat Territory

I: Was the evadee injured?

A = No

B = On the head

C = In the leg/foot

D = In the arm

E = On the body

F = Multiple injuries

J: Did the evadee bail out of his aircraft or did he ditch/crashland with it?

A = Bailed out

B = Ditched/crashland

K: Did the evadee have a survival kit?

A = Yes

B = No

C = The evadee abandoned his kit.

D = Unknown

E = Lost

L: Did the evadee have a handgun?

A = Yes

B = No

C = He disposed of it

D = Acquired one

E = Unknown

F = Lost

M: Did the evadee receive any survival training?

A = Yes

B = No

C = Unknown

N: A mark in this column denotes a new day of evasion.

O: Entries reflect all attempts to acquire:

1 = Food/water

2 = Medical aid

3 = Clothing

from sources other than direct contact with civilians and without the use of a survival weapon. Sources include items stolen from former fields/home or use of survival equipment carried by aircrews, etc.

P: Entries reflect all attempts to force assistance from civilians for:

1 = Food/water

2 = Medical aid

3 = Clothing

Q: Entries reflect all assistance given on evadee as a result of direct contacts with civilians to include:

1 = Food/water

2 = Medical aid

3 = Clothing

R: Entries reflect all opportunities to use a weapon in self defense (i.e. sighted by enemy soldiers).

S: Entries reflect occasions when the evadee experienced an increased threat to his freedom and might receive psychological benefit from the possession of a weapon (i.e. feat that detection by the enemy was imminent).

T: Entries reflect all attempts to use a weapon to kill small game.

U: Entries reflect all attempts to use a survival weapon as a signaling device or to mark a position.

V: Entries reflect a day in which some or all his physical necessities were provided for the evadee by other than an evasion assistance group.

Referring to the sample answer sheet one can see that the evasion report in question can be found on micro-film 14 (Item A) starting on frame number 0028 (B). The evadee was 25 years old (C) and was alone during his evasion (D). He was an officer (E) and an evadee (F) in the Mediterranean Theater of Operations (G) while in enemy occupied territory (H). The evadee was injured in the leg or foot (I), bailed out of his aircraft (J), no references were made to his survival kit (K), he had

a weapon (L), and no reference was made to any survival training he may have received (M).

On the first day of evasion (N), the evadee received food on three different occasions as a result of contacts with civilians (Q-1), and he received a change of clothing on one of those occasions (Q-3). He had one opportunity where he could have used the survival weapon in self defense (R), and had two occasions when he experienced an increased threat to his freedom and would have received psychological benefit from the possession of a survival weapon (S). Further, some of the evadee's needs were provided for by other than an evasion assistance group (V). On his second day of evasion (N line 4), he received all his food (Q-1) from civilians and had one occasion when he experienced an increased threat to his freedom and would have received psychological benefit from the possession of a survival weapon (S).

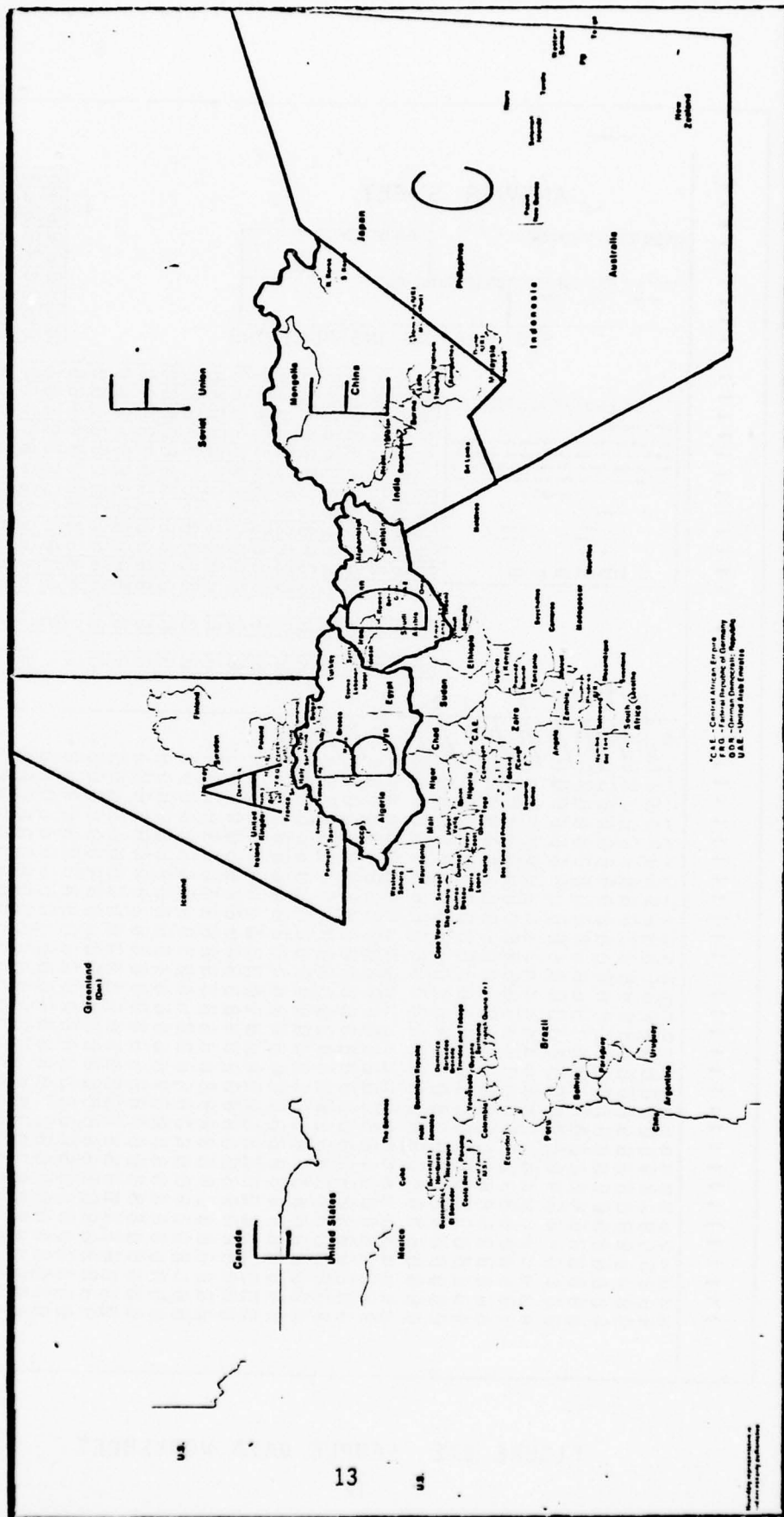


FIGURE B-1 THEATER OF OPERATIONS

SCHOOL OR ORGANIZATION			NAME OF TEST	
DATE OF TEST MONTH DAY YEAR			GRADE AND SECTION	

	A	B	C	D
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	0	0	0
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99	0	0	0	0
100	0	0	0	0

**DIRECTIONS:**  
Read each question and its numbered answers. When you have decided which answer is correct, blacken the corresponding space on this sheet with a No. 2 pencil. Make no stray marks; they may count against you.

1. OVERALL

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• •	• •
• •	• •

1000000

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1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85															

← MAKE NO MARKS BEYOND THIS LINE

[illegible]

14.

## APPENDIX B

## COMPUTER PROGRAMS

### PROGRAM ONE

The first computer program was developed by Thomas L. Barger of the Systems Division, Directorate of Automation, U.S. Army Command and General Staff College. This program summarized and reformatted the data extracted from the IBM machine readable answer sheets. An example of the summarized and reformatted data follows:

140028251AABBCADAC 100000030112001100000010001000

Using the codes and narrative example in Appendix A as an aid, an identification of the data can be made.

CODES	A	B	C	D	E	F	G	H	I	J	K	L	M
DATA	14/0028/28/1/A/A/B/B/C/A/D/A/C												
	O	P	Q										
CODES	N/1	2	3/1	2	3/1	2	3/R	S	T	U	V		
DATE FOR													
DAY ONE	1/0/0/0/0/0/0/3/0/1/1/2/0/0/1/												
DATE FOR													
DAY TWO	./0/0/0/0/0/0/1/0/0/0/1/0/0/1												

This data then becomes the data file for Computer Program Two.

17

```

00057 PROCEDURE DIVISION.
00058 1000-HOUSEKEEPING.
00059 OPEN INPUT INFILE.
00060 OPEN OUTPUT OUTFILE.
00061 PERFORM 2000-READ THRU 3000-EXIT.
00062 DISPLAY NUM-CASES " CASES PROCESSED ***".
00063 DISPLAY MIN-NUM-DAYS " TO " MAX-NUM-DAYS " DAYS ****".
00064 CLOSE INFILE OUTFILE.
00065 STOP RUN.
00066
00067 2000-READ.
00068 READ INFILE
00069 AT END
00070 PERFORM 2800-WRITE
00071 GO TO 3000-EXIT.
00072 MOVE ZERO TO SUB1.
00073 IF FIRST-RECORD IS = "Y"
00074 MOVE "N" TO FIRST-RECORD
00075 GO TO 2050-INITIAL.
00076 IF IN-ID-DATA-1 IS NOT = ZEROS
00077 PERFORM 2200-CHECK THRU 2800-WRITE.
00078
00079 2050-INITIAL.
00080 IF IN-ID-DATA-1 IS NOT = ZEROS
00081 MOVE SPACES TO FINAL-REC-TABLE
00082 MOVE IN-ID-DATA-1 TO FINAL-ID-DATA-1
00083 MOVE IN-ID-DATA-2 TO FINAL-ID-DATA-2
00084 MOVE ZERO TO DAY-NUM.
00085 MOVE IN-REMAINING-DATA TO GROUP-REC.
00086
00087 2100-NEXT-BLOCK.
00088 ADD 1 TO SUB1.
00089 IF SUB1 IS > 120
00090 GO TO 2000-READ.
00091 IF SUB1 IS = 31
00092 MOVE 91 TO SUB1.
00093 IF IN-DAY-NUMBER (SUB1) IS = 1
00094 PERFORM 2200-CHECK.
00095 COMPUTE SUB2 = SUB1 + 30.
00096 COMPUTE SUB3 = SUB1 + 60.
00097 ADD GROUP-DATA (SUB1) TO CONCAT-PART-1.
00098 ADD GROUP-DATA (SUB2) TO CONCAT-PART-2.
00099 ADD GROUP-DATA (SUB3) TO CONCAT-PART-3.
00100 GO TO 2100-NEXT-BLOCK.
00101
00102 2200-CHECK.
00103 IF SUB1 IS NOT = 1 OR IN-ID-DATA-1 IS = ZEROS
00104 ADD 1 TO DAY-NUM
00105 MOVE CONCAT-REC TO FINAL-DAILY-ACTIVITY (DAY-NUM).
00106 MOVE ZEROS TO CONCAT-REC.
00107
00108 2800-WRITE.
00109 WRITE OUT-RECORD FROM FINAL-REC.
00110 IF DAY-NUM IS > MAX-NUM-DAYS
00111 MOVE DAY-NUM TO MAX-NUM-DAYS.
00112 IF DAY-NUM IS < MIN-NUM-DAYS
00113 MOVE DAY-NUM TO MIN-NUM-DAYS.

```

EVADERS	AO 0113	COBOL	VS.6 L460 03/14/79	11.23.47.	PAGE	3
00114						
00115						
00116						
00117						
	ADD 1 TO NUM-CASES.					
	3000-EXIT.					
	EXIT.					
		001210				0037
		001220				
		001230				
		001240				

\*\*\*\*\* COBOL ERROR MESSAGES \*\*\*\*\*

..... 0009 T LEFT TRUNCATION POSSIBLE IN COMPUTATIONAL STORE  
OCCURRED 00000/00 00095/00 00096/00 00097/00 00098/00 00099/00 00100/00 00101/00

EVADEES

AO 0113

COBOL

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5

LINE NO.....DIAGNOSTIC NOS.

00080 0009  
00095 0009  
00096 0009  
00097 0009  
00098 0009  
00099 0009  
00104 0009  
00114 0009  
EVADEES LENGTH IS 001053  
0603000 SCH USED

EVADEES

AO 0113

COBOL

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6

6000 COBOL PROCEDURE NAME CROSS REFERENCE LIST  
REFERENCES

NAME

DEFINITION

1000-HOUSEKEEPING  
2000-READ  
2050-INITIAL  
2100-NEXT-BLOCK  
2200-CHECK  
2800-WRITE  
3000-EXIT

00050 NONE  
00067 00061 00090  
00079 00075  
00087 00100  
00102 00077 00094  
00108 00071 00077  
00116 00061 00071



## PROGRAM TWO

The second computer program was developed by Edward D. Arendt of the Data Processing Field Office, US Army Training and Doctrine Command. This program computed the frequency distributions, crosstabulated populations and extracted the day-to-day activities of any one population or subpopulation for ease in identifying those factors bearing on survival/evasion handgun use. This program also tabulated the total number of events in any one category and the events-per-man-day of evasion.

```

1  PROGRAM EVADE(INPUT=65,OUTPUT=65,DATA=193/1830,DETAIL=512,
   X TAPES=INPUT,TAPE6=OUTPUT,TAPE10=DATA,TAPE22=DETAIL)
5  IMPLICIT INTEGER(A-Z)
   DIMENSION INDEX(501)
   COMMON /KEYS/ KEY(500,3),NCASE
   COMMON /NAMES/ EDIT,FREQ,CROSS,SELECT,END,NAMES(174)
   COMMON /DETAIL/ DET(115,120)
   COMMON /CARD/ CARD(80)
   COMMON /NUMERIC/ AGES(20),GROUPS(10),NAGES,NGRPS
   COMMON /PULL/ PULL(500)
   CALL OPENMS(22,INDEX,501,0)
   CALL READATA
5  OPT=WORD(1,2,ZZ)
   IF (OPT.EQ.FREQ) GO TO 10
   IF (OPT.EQ.CROSS) GO TO 20
   IF (OPT.EQ.SELECT) GO TO 30
   GO TO 40
10 CALL ANAL1
   GO TO 5
20 CALL ANAL2
   GO TO 5
30 CALL ANAL3
   GO TO 5
40 CALL CLOSMS(22)
   STOP
   END

```

```

1  BLOCK DATA
COMMON /NAMES/ EDIT,FREQ,CROSS,SELECT,END,
X  CLASNM(2,12),KEYNM(2,6,10),DETNM(2,15)
5  DIMENSION KNM(120)
EQUIVALENCE (KEYNM(1,1), KNM(1))
DATA (EDIT=AREDT), (FREQ=AFREQ), (CROSS=SRCROSS)
X, (SELECT=SRSELECT), (END=3REND)
DATA CLASNM /
1 10H OFF/EM , 3ROFF,
2 10H EVA/POW , 3REVA,
3 10H THEATER , 7RTHEATER,
4 10H ZONE , 4RZONE,
5 10H INJURY , 6RINJURY,
6 10HBAIL/DITCH , 4RBAIL,
7 10HSURV EQUIP , 4RSURV,
8 10H WEAPON , 3RWPN,
9 10H TRAINING , 3RTNG,
A 10H CAPT/TURN , 4RCAPT,
B 10H AGE , 3RAGE,
C 10HGROUP SIZE , 3GRSP,
DATA (KNM(1), I= 1,48)/
1 10H OFFICER , 3ROFF,
2 10H ENLISTED , 2REM,
3 10H EVADEE , 2REV,
4 10H POW , 3RPOW,
5 10H EUROPE , 3REUR,
6 10H MEDITER , 3RMED,
7 10H PACIFIC , 3RPAC,
8 10H MID EAST , 2RME,
9 10H CIB/SEA , 3RSEA,
X 10H OTHER , 5ROTHER,
1 10HENEMY TERR , 2REN,
2 10HOCUP TERR , 3ROCC,
3 10HCOMBAT TER , 4RCOMB,
4 10HFRNDLY TER , 4RFND,
DATA (KNM(1), I=49,84)/
5 10H NONE , 4RNONE,
6 10H HEAD , 4RHEAD,
7 10H LEG/FOOT , 3RLEG,
8 10H ARM , 3RArm,
9 10H BODY , 4RBODY,
X 10H MULTIPLE , 4RMULT,
1 10HBAILED OUT , 4RBAIL,
2 10HCRASH LAND , 5RCRASH,
3 10H YES , 3RYES,
4 10H NO , 2RNO,
5 10H ABANDONED , 5RABAND,
6 10H UNKNOWN , 3RUNK,
7 10H LOST , 4RLOST,
DATA (KNM(1), I=85,120)/
8 10H YES , 3RYES,
9 10H NO , 2RNO,
X 10HDISPOSE OF , 4RDISP,
1 10H ACQUIRED , 3RACO,
2 10H UNKNOWN , 3RUNK,
3 10H LOST , 4RLOST,
4 10H YES , 3RYES

```

60 5 10H NO 2RNO 600  
 6 10H UNKNOWN 3RUNK 600  
 7 10H CAPTURED 4RCAPT 600  
 8 10H TURNED IN 4RTURN 600 /  
 DATA DETNH /  
 1 10H NUMBE 10HR OF CASES  
 2 10H ACQUIRED 10HFOOD/WATER  
 3 10HACQUIRED M 10HEDICAL AID  
 4 10H ACQUIRE 10HD CLOTHING  
 5 10H FORCED 10HFOOD/WATER  
 6 10H FORCED M 10HEDICAL AID  
 7 10H FORCE 10HD CLOTHING  
 8 10H GIVEN 10HFOOD/WATER  
 9 10H GIVEN M 10HEDICAL AID  
 X 10H GIVE 10HN CLOTHING  
 1 10H SE 10HLF DEFENSE  
 2 10H SENSE O 10HF SECURITY  
 3 10H KILLED 10HSMALL GAME  
 4 10H SIG 10HNL/MARKER  
 5 10H STAYED M 10HITH FAMILY  
 END

65

70

75

```

1  INTEGER FUNCTION WORD(START,NEXT,CODE)
   IMPLICIT INTEGER (A-Z)
   COMMON / CARD/ CARD(80)
   CARD HOLDS 80 CHAR CARD IMAGE (80R1)
5  RETURN CODE=1 WORD=SERIES OF LETTERS (R FORMAT)
   CODE=2 WORD=SERIES OF DIGITS (INTEGERIZED)
   CODE=3 WORD=OTHER CHARACTER NOT BLANK OR COLON
   BEGIN SCAN AT POSITION START, RETURN NEXT POSITION.
10  CODE=0
   WORD = 0
   DO 10 J=START,80
   X=CARD(J)
   IF (X.EQ.558 .OR. X.EQ.0) GO TO 10
   IF (X.LT.338) GO TO 100
   IF (X.LT.458) GO TO 200
   GO TO 300
100 CONTINUE
   NEXT=81
   RETURN
20  BREAK OUT A WORD
   CODE=1
   NLET=0
   DO 110 NEXT=J,80
   X=CARD(NEXT)
   IF (X.GT.328 .OR. X.EQ.0) RETURN
   NLET=NLET+1
   IF (NLET.GT.10) GO TO 150
   WORD=SHIFT(WORD,6)*X
30  CONTINUE
120 WRITE (6,121)
121 FORMAT (" NO TERMINATOR FOUND")
   GO TO 160
150 WRITE(6,151) WORD
151 FORMAT(" WORD GT 10 CHAR STARTS",A10)
35  WRITE(6,161) CARD
160 WRITE(6,161) CARD
161 FORMAT(" BAD CARD (51",80R1)
   CODE=0
   RETURN
40  BUILD A NUMBER
   CODE=2
   DO 210 NEXT=J,80
   X=CARD(NEXT)
   IF (X.GT.448 .OR. X.LT.338) GO TO 220
45  CONTINUE
   GO TO 120
50  LAST DIGIT FOUND, PUT NUMBER TOGETHER
   CODE=3
   NWDIG=0
   DO 230 J=1,NWDIG
   NWDIG=NWDIG+1
   DIGIT=CARD(NWDIG)-338
   WORD=WORD*(DIGIT*POWER)
   POWER=POWER*10
55  CONTINUE
230 RETURN

```

FUNCTION WORD 73/73 OPT=1

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C ONE SPECIAL CHARACTER  
300 CODE=3  
WORD=CARD(J)  
NEXT=J+1  
RETURN  
END

60

```

1      SUBROUTINE READATA
      IMPLICIT INTEGER (A-Z)
      COMMON /KEYS/ KEY(500,3), NCASE
      COMMON /DETAIL/ DET(115,120)
      COMMON /NAMES/ EDIT, FREO
      COMMON /CARD/ CARD(180)
      COMMON /NUMERIC/ AGES(20), GROUPS(10), NAGES, NGRPS
      DIMENSION IX(4), AX(14)
      LOGICAL EDT
      EDT=.F.
      READ(5,5) CARD
      5      FORMAT(180I)
      IF (WORD(1,2,ZZ), NE, EDIT) GO TO 10
      EDT=.T.
      READ(5,5) CARD
      10     REWIND 10
      50     CONTINUE
      20     READ(10,1010) IX, AX, DET
      55     NCASE=NCASE+1
      KEY(NCASE,2)=IX(3)
      KEY(NCASE,3)=IX(4)
      PACK=0
      DO 60 J=1,9
      60     PACK=SHIFT(PACK,6)*AX(J)
      KEY(NCASE,1)=SHIFT(PACK,6)*AX(12)
      CALL WRITMS(22,DET,1800,NCASE,-1)
      IF (EDT) CALL EDITOTA(IX,AX,DET,NCASE)
      GO TO 50
      C
      100    CONTINUE
      C
      35     DO 110 J=1,110
      110     PULL(J)=999
      115     AGES(J)=999
      DO 120 J=1,NCASE
      120     N=KEY(J,2)+1
      M=KEY(J,3)+101
      PULL(M)=0
      PULL(M)=0
      120    CONTINUE
      NAGES=0
      DO 130 J=1,100
      130     IF (PULL(J)) 130,135,130
      NAGES=NAGES+1
      AGES(NAGES)=J-1
      130    CONTINUE
      NGRPS=0
      DO 140 J=101,110
      140     IF (PULL(J)) 140,145,140
      NGRPS=NGRPS+1
      GROUPS(NGRPS)=J-101
      140    CONTINUE

```

SUBROUTINE READATA 73/73 OPT=1 FTM 4.6.460 03/15/79 13.26.10 PAGE 2

1010 FORMAT(12.14.12.11.14R1.120(1511))  
END

CARD NR. SEVERITY DETAILS DIAGNOSIS OF PROBLEM

50 3 40 CD 50 TOTAL RECORD LENGTH IS GREATER THAN 137 CHARACTERS. IT MAY EXCEED THE I/O DEVICE CAPACITY.

```

SUBROUTINE ANAL1 73/73 OPT=1
1 SUBROUTINE ANAL1
  COMMON /CARD/ CARD(60)
  C
  WRITE (6,100)
  5 100 FORMAT(1H1)
    CALL RPTN(2)
    CALL RPTN(3)
    DO 10 IC=1,10
      CALL RPTA(1C)
  10 CONTINUE
    READ(5,5) CARD
    IF (EOF(5)) 30,20
  30 CARD(1)=1R
    CARD(2)=1RN
    CARD(3)=1RD
    CARD(4)=1R
  20 CONTINUE
    RETURN
    5 FORMAT(60R1)
  END

```

```

1  SUBROUTINE RPTA(IC)
   IMPLICIT INTEGER (A-Z)
   COMMON /KEYS/ KEY(500,3),NCASE
   COMMON /DETAIL/ NUMB(50),COUNT(50),NNUMB,MEAN
   COMMON /NAMES/ SKIP(5),CLASNM(2,12),KEYNM(2,6,10)
   REAL MEAN
   CKEY(CASE,CLASS)=SHIFT(KEY(CASE,1),6*CLASS),AND.778
   C
   DO 10 J=1,6
   10 COUNT(J)=0
   C
   DO 20 J=1,NCASE
   20 JX=KEY(J,IC)
   COUNT(JX)=COUNT(JX)+1
   C
   WRITE(6,1000)CLASNM(1,IC)
   DO 25 J=1,6
   25 IF (KEYNM(1,J,IC).EQ.0) GO TO 26
   J=J-1
   WRITE(6,1001) (KEYNM(1,L,IC),L=1,J)
   WRITE(6,1002) (COUNT(L),L=1,J)
   WRITE(6,1003)
   RETURN
   ENTRY RPTN
   INAM=IC*9
   CALL PULLN(IC)
   WRITE(6,1000)CLASNM(1,INAM)
   WRITE(6,1005) CLASNM(1,INAM),INUMB(L),L=1,NNUMB)
   WRITE(6,1006) (COUNT(L),L=1,NNUMB)
   WRITE(6,1007) CLASNM(1,INAM),MEAN
   WRITE(6,1003)
   RETURN
   1000 FORMAT(1H0,"FREQUENCY DISTRIBUTION FOR ",A10)
   1001 FORMAT(1H0,10H CLASS =,6(1X,A10))
   1002 FORMAT(1H0,10H # CASES =,6(1I))
   1003 FORMAT(1I)
   1005 FORMAT(1H0,A10,20I5)
   1006 FORMAT(1H0,10H # CASES =,20I5)
   1007 FORMAT(1H0,6H MEAN ,A10,2H =,F6.2)
   END

```

```

1  SUBROUTINE PULLN(IC)
   IMPLICIT INTEGER(I-Z)
   COMMON /KEYS/ KEY(500,J),NCASE
   COMMON /DETAIL/ NUMX(50),CNTX(50),NNUMB,MEAN,NUMB(50),COUNT(50)
   REAL MEAN
   DO 10 J=1,50
   NUMB(J)=999
   COUNT(J)=0
   NNUMB=0
10  C
   DO 100 J=1,NCASE
   NN=KEY(J,IC)
   DO 20 K=1,50
   IF (NUMB(K).EQ.999) GO TO 30
   IF (NUMB(K).EQ. NN) GO TO 40
20  CONTINUE
30  NNUMB=NNUMB+1
   NUMB(K)=NN
   COUNT(K)=COUNT(K)+1
40  CONTINUE
100 CONTINUE
   C
   SORT ASCENDING NUMB TO NUMX, CARRY COUNTS ALONG
   DO 200 J=1,NNUMB
   MIN=999
   DO 210 K=1,NNUMB
   IF (NUMB(K).GT.MIN) GO TO 210
   MIN=NUMB(K)
   NMIN=K
210 CONTINUE
   NUMX(J)=NUMB(NMIN)
   CNTX(J)=COUNT(NMIN)
   NUMB(NMIN)=999
200 CONTINUE
   C
   CALCULATE MEAN
   TOTAL=NCT=0
   START=1
   IF (NUMX(1).EQ.0) START=2
   DO 300 J=START,NNUMB
   TOTAL=TOTAL+NUMX(J)*CNTX(J)
   NCT=NCT+CNTX(J)
300 CONTINUE
   MEAN=FLOAT(TOTAL)/FLOAT(NCT)
   RETURN
   END

```

SUBROUTINE ANAL3 73/73 OPT=1

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PAGE 1

1 SUBROUTINE ANAL3

LOGICAL ANY

WRITE(6,1000)

1000 FORMAT(1H1,31/1,\*)

CALL SELECT(ANY)

IF(ANY) CALL REPORT3

RETURN

END

SELECTION CRITERION IS ALL CASES FOR WHICH\*\*

```

1  SUBROUTINE SELECT(ANY)
   IMPLICIT INTEGER (A-Z)
   COMMON / NAMES/ EDI,FREQ,CROSS,SLCT,END,CLASNM(2,12),KEYNM(2,6,10)
5  COMMON /KEYS/ KEY(500,3),NCASE
   COMMON /PULL/ PULL(500)
   LOGICAL PULL,ANY
   COMMON /CARD/ CARD(100)
   COMMON /DETAIL/ CAT(50)
10  DATA (OPEN=1R1),(CLOSE=1R1),(ALL=3RALL),(DASH=1R-),
   KEY(CASE,CLASS)=SHIFT(KEY(CASE,1),6*CLASS),AND.778
   ANY=.F.
   DO 1 J=1,NCASE
15  I PULL(J)=.F.
      CARD IN BUFFER,SKIP "SELECT",CHECK FOR "I"
      X=WORD(1,START,CODE)
      10 IF(WORD(1,START,NEXT,CODE).NE.OPEN) GO TO 7000
      C GET THE CLASS NAME
      25 START=NEXT
      CNAME=WORD(START,NEXT,CODE)
      IF(CNAME.EQ.ALL) GO TO 2000
      DO 30 CLASS=1,12
      IF(CNAME.EQ.CLASNM(2,CLASS)) GO TO 40
30  CONTINUE
      40 DO 41 J=1,50
      41 CAT(J)=0
      NCAT=0
      C CHECK FOR NUMERIC KEYS
      IF(CLASS.GT.10) GO TO 3000
      C BREAK OUT ALPHA KEYS
      45 START=NEXT
      DKEY=WORD(START,NEXT,CODE)
      IF(CODE.NE.1) GO TO 70
      DO 50 J=1,6
      IF(DKEY.EQ.KEYNM(2,J,CLASS)) GO TO 60
50  CONTINUE
      GO TO 7000
      60 NCAT=NCAT+1
      CAT(NCAT)=J
      GO TO 45
      C GROUP DEFINES. SELECT MEMBERS AND LIST CRITERION
      70 IF(INCAT.EQ.0) GO TO 7000
      IF(DKEY.NE.CLOSE) GO TO 7000
      C
      ANY=.T.
      DO 80 J=1,NCAT
      DO 80 K=1,NCASE
      IF(ICKY(K,CLASS).EQ.CAT(J)) PULL(K)=.T.
80  CONTINUE
      WRITE(6,00) CLASNM(1,CLASS),(KEYNM(1,CAT(L),CLASS),L=1,NCAT)
      00 FORMAT(1H ,A10.3H IS,611X,A10)
      GO TO 4000
      C SELECT "ALL" CASES
      2000 ANY=.T.
      DO 2010 J=1,NCASE
      2010 PULL(J)=.T.
      WRITE(6,2012)

```

```

2012 FORMAT(' ALL CASES SELECTED')
GO TO 4500
C
SELECT ON NUMERIC KEYS
3000 START=NEXT
C
PRE-READ AND CHECK FOR NUMERIC
3001 NUM1=WORD(START,NEXT,CODE)
IF(CODE.NE.2) GO TO 7000
START=NEXT
C
PRE-READ AND CHECK FOR ANOTHER NUMERIC
CHECK=WORD(START,NEXT,CODE)
IF(CODE.NE.2) GO TO 3010
NCAT=NCAT+1
CAT(INCAT)=NUM1
GO TO 3001
C
CHECK FOR RANGE. IF FOUND GET SECOND NUMERIC AND SET
3010 IF(CHECK.NE.DASH) GO TO 3500
START=NEXT
NUM2=WORD(START,NEXT,CODE)
IF(CODE.NE.2) GO TO 7000
DO 3 040 J=NUM1,NUM2
NCAT=NCAT+1
3040 CAT(INCAT)=J
READ UP FOR MORE NUMBERS OR END OF LIST
START=NEXT
CHECK=WORD(START,NEXT,CODE)
IF(CODE.EQ.2) GO TO 3001
GO TO 3600
C
SET LAST NUMERIC
3500 NCAT=NCAT+1
CAT(INCAT)=NUM1
C
CHECK FOR LEGAL CLOSE. SET UP LIST
3600 IF(CHECK.NE.CLOSE) GO TO 7000
ANY=.T.
WRITE(16,3602) CLASNM(1),CLASS,(CAT(I),I=1,NCAT)
3602 FORMAT(1H,A10,3H 15,3014)
CLASS=CLASS-9
DO 3620 J=1,NCAT
DO 3620 K=1,NCASE
IF(KEY(K,CLASS).EQ.CAT(J)) PULL(K)=.T.
3620 CONTINUE
GO TO 4000
C
GROUP SELECTED. CHECK FOR MORE
C
START=NEXT
CHECK=WORD(START,NEXT,CODE)
IF(CODE.EQ.0) GO TO 4500
GO TO 10
C
READ UP NEXT CARD
4500 READ(5,5) CARD
5
FORMAT(80R1)
IF (EOF(5)) 5000,4600
4600 CHECK=WORD(1,NEXT,CODE)
IF(CHECK.EQ.OPEN) GO TO 25
RETURN
C
ENDFILE---STICK IN END CARD
5000 CARD(1)=IRE
CARD(2)=IRN

```

SUBROUTINE SELECT 73/73 OPT=1

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115

CARD(3)=IRD  
CARD(4)=IR  
RETURN

120

7000 WRITE(6,7001) START,CARD  
7001 FORMAT('TROUBLE AFTER COL "12" OF CARD"',60R1)  
IF(ANY) WRITE(6,7002)  
7002 FORMAT(' KNOWN CRITERIA WILL BE USED')  
GO TO 4500  
END

```

1  SUBROUTINE REPORT3
   IMPLICIT INTEGER (A-Z)
   COMMON /DETAIL/ DET(15,120)
   COMMON /NAMES/ SKIP(149),DETNAM(2,15)
   COMMON /PULL/ PULL(500)
   COMMON /KEYS/ KEY(500,3),NCASE
   LOGICAL PULL
   REAL AVE(15)
   DIMENSION PRINT(121,15)
   MAXDAY=0
   DO 10 J=1,15
   DO 10 I=1,121
   10 PRINT(I,J)=0
   NSEL=0
   DO 50 CASE=1,NCASE
   IF(.NOT.PULL(CASE)) GO TO 50
   CALL READMS(22,DET,1000,CASE)
   DO 40 DAY=1,120
   IF(DET(1,DAY).EQ.0) GO TO 45
   PRINT(DAY,1)=PRINT(DAY,1)+1
   DO 30 J=2,15
   30 PRINT(DAY,J)=PRINT(DAY,J)+DET(J,DAY)
   40 CONTINUE
   45 DAY=DAY-1
   MAXDAY=MAX0(DAY,MAXDAY)
   NSEL=NSEL+1
   50 CONTINUE
   SUM=MAXDAY+1
   DO 60 J=1,15
   DO 60 DAY=1,MAXDAY
   60 PRINT(SUM,J)=PRINT(SUM,J)+PRINT(DAY,J)
   65 AVE(J)=FLOAT(PRINT(SUM,J))/FLOAT(PRINT(SUM,1))
   WRITE(6,1001)NSEL
   1001 FORMAT('NUMBER OF CASES SELECTED = ',I3)
   1002 FORMAT(1H0,2A10,5X,24I4)
   1003 FORMAT(1H1,31/,' '," DETAILED BREAKOUT CONTINUED",2(/))
   1004 FORMAT(1H0,16X,4HDAYS,5X,24I4)
   1005 FORMAT(1H0,16X,4HDAYS,5X,14,6H TOTAL,7H EVT/MD)
   1006 FORMAT(1H0,2A10,5X,=14,16)
   1007 FORMAT(1H0,2A10,5X,=14,16,F7,4)
   START=-23
   100 START=START+24
   STOP=MIN0(START+23,MAXDAY)
   NCOL=STOP-START+1
   IF(NCOL.NE.24) GO TO 120
   IF(STOP.EQ.MAXDAY) GO TO 120
   WRITE(6,1004) (I,L=START,STOP)
   DO 110 J=1,15
   110 WRITE(6,1002) DETNAM(1,J),DETNAM(2,J), (PRINT(I,J),L=START,STOP)
   WRITE(6,1003)
   GO TO 100
   C
   120 WRITE(6,1005) NCOL,(L,L=START,STOP)
   STOP=SUM
   WRITE(6,1006) DETNAM(1,1),DETNAM(2,1),NCOL
   .....

```

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SUBROUTINE REPORTS 73/73 OPT=1

```
DO 130 J=2,15
130 WRITE(6,1007) DETNAM(1,J),DETNAM(2,J),MCOL
1  ,PRINT(L,J),L=START,STOP,AVE(J)
END
```

60

```

1  SUBROUTINE CROSS(WANT)
   IMPLICIT INTEGER (A-Z)
   COMMON /CARD/ CARD(80)
   COMMON / NAMES/ ED1,FREQ,CROSS,SLCT,END,CLASNM(2,12),KEYNM(2,6,10)
5  DIMENSION WANT(12)
   DATA IOPEN,IRI,(CLOSE=IRI)
   CARD IN BUFFER, SKIP "CROSS", CHECK FOR "("
   X=WORD(1,START,CODE)
   IF (WORD(1,START,CODE).NE.OPEN) GO TO 7000
10  GET NAMES, FIRST IS DOMINANT
   NWANT=0
50  START=NEXT
   NAME=WORD(START,NEXT,CODE)
   IF (CODE.NE.1) GO TO 2000
   DO 100 CLASS=1,12
   IF (NAME.EQ.CLASNM(2,CLASS)) GO TO 110
100  CONTINUE
   GO TO 7000
110  NWANT=NWANT+1
   IF (NWANT.GT.12) GO TO 2000
   WANT(NWANT)=CLASS
   GO TO 50
200  IF (NWANT.LT.2) GO TO 7000
   DO 210 J=2,NWANT
   IF (WANT(J).GT.10) GO TO 3000
210  CONTINUE
   WRITE(6,2012) (CLASNM(1,WANT(L)),L=1,NWANT)
2012  FORMAT(1H1,3(/), " CROSS TAB ",A10,3H VS,10(1X,A10))
   C  READ UP NEXT CARD
30  READ(5,5) CARD
   5  FORMAT(80R1)
   IF (EOF(5)) 2600,2700
2600  CARD(1)=1RE
   CARD(2)=1RN
   CARD(3)=1RD
   CARD(4)=1H
35  2700  RETURN
   C
3000  WRITE(6,3001) CLASNM(1,WANT(J))
3001  FORMAT(1H1,"NUMERIC CLASS ",A10," CAN NOT BE SECONDARY CROSS")
   DO 3010 K=J,NWANT
3010  WANT(K)=WANT(K+1)
   WANT(NWANT)=0
   NWANT=NWANT-1
   GO TO 2000
45  7000  WRITE(6,7001) START,CARD
7001  FORMAT(1H1," CROSS TROUBLE AFTER COL",13," WITH CARD",80R1)
   WANT(1)=0
   GO TO 2500
50  END

```

```

1  SUBROUTINE BUILD(CAT,LIN)
   IMPLICIT INTEGER (A-Z)
   COMMON /KEYS/ KEY(500,J),NCASE
   COMMON /NAMES/ EDI,FREQ,CROSS,SLCT,END,CLASNM(2,12),KEYNM(2,6,10)
5  COMMON /DETAIL/ DETA(8,60),DETIN(22,60)
   COMMON /NUMERIC/ AGE(20),GRP(10)
   DIMENSION CAT(12),WHERE(10),NUM(20)
   DATA (BLANK=10H
   DO 5 J=1,60
10  DETAIL(J)=BLANK
   DETAIL(2)=10H  NUMBER
   DETAIL(2)=10H  OF CASES
   DO 10 J=1,10
15  WHERE(J)=0
   LIN=2
   DO 30 I=2,11
   CL=CAT(I)
   IF (CL.EQ.0) GO TO 40
   WHERE(CL)=LIN
   DETAIL(LIN,1)=CLASNM(1,CL)
   DO 20 J=1,6
20  IF (KEYNM(1,J,CL).EQ.0) GO TO 30
   LIN = LIN+1
   DETAIL(LIN)=KEYNM(1,J,CL)
25  CONTINUE
30  CONTINUE
   C
40  CL=CAT(1)
   DETAIL(2,1)=CLASNM(1,CL)
   IF (CL.GT.10) GO TO 5000
   DO 50 J=1,6
50  DETAIL(J,1)=KEYNM(1,J,CL)
   DO 60 I=2,LIN
   DO 60 J=3,6
60  DETAIL(J,I)=0
   C
   DO 500 CA=1,NCASE
   KEY=KEY(CA,1)
   COL=SHIFT(KEE,6*CL).AND.77B
   COL=COL*2
   IF (COL.GT.8) GO TO 500
   DETAIL(COL,2)=DETA(COL,2)+1
   DO 400 CCL=1,10
400  IF (WHERE(CCL).EQ.0) GO TO 400
   POINT=SHIFT(KEE,6*CCL).AND.77B
   IF (POINT.GT.6) GO TO 400
   LI=WHERE(CCL)*POINT
   DETAIL(COL,LI)=DETA(COL,LI)+1
400  CONTINUE
500  CONTINUE
   RETURN
5000 DO 5010 J=1,LIN
   DETIN(1,J)=DETA(1,J)
   DETIN(2,J)=DETA(2,J)
   DO 5010 I=3,22
5010  DETIN(I,J)=0
   IF (CL.EQ.12) GO TO 5025

```

```
60      DO 5020 J=1,20
          NUM(J)=AGE(J)
          GO TO 5035
        5025 DO 5030 J=1,10
          5030 NUM(J)=GRP(J)
          5035 CONTINUE
          CLA=CL-9
        65      DO 5040 J=1,20
          5040 DETN(J+2,1)=NUM(J)
          DO 5500 CS=1,NCASE
            DATA=KEY(CS,CLA)
            DO 5100 J=1,20
              IF (DATA.EQ.NUM(J)) GO TO 5101
            5100 CONTINUE
            5101 COL=J+2
            DETN(COL,2)=DETN(COL,2)+1
            KEE=KEY(CS,1)
            DO 5400 J=1,10
              IF (WHERE(J).EQ.0) GO TO 5400
              POINT=SHIFT(KEE,6*J).AND.778
              IF (POINT.GT.6) GO TO 5400
              LI=WHERE(J)+POINT
              DETN(COL,LI)=DETN(COL,LI)+1
            80      5400 CONTINUE
              5500 CONTINUE
              RETURN
              END
```

```

1  SURROUTINE REPORT2(CAT,MLIN)
   IMPLICIT INTEGER (A-Z)
   COMMON /DETAIL/ DETAIL(8,60),DETNUM(22,60)
5  COMMON /N MES/ EDI,FREQ,CROSS,SLCT,END,CLASHM(2,12),KEYNM(2,6,10)
   COMMON /NUMERIC/ AGE(20),GRP(10)
   DATA (BLANK=10H)
   IF(CAT.GT.10) GO TO 100
   DO 10 J=1,6
   IF(KEYNM(1,J,CAT).EQ.0) GO TO 11
10  CONTINUE
   11 COL=J+1
   WRITE(6,1001) (DETAIL(1),L=L+1,COL)
   WRITE(6,1002) (DETAIL(2),L=L+1,COL)
   DO 50 LIN=3,MLIN
15  IF(DETAIL(LIN).EQ.BLANK) GO TO 40
   WRITE(6,1003) (DETAIL(LIN),L=L+1,COL)
   GO TO 50
   40 WRITE(6,1004) (DETAIL(LIN),L=L+1,COL)
   50 CONTINUE
   1001 FORMAT(10H,A10,1X,A10,2H =,3X,6(1X,A10))
   1002 FORMAT(10H,A10,1X,A10,2H =,3X,6(11))
   1003 FORMAT(10H,A10,1X,A10,5X,6(11))
   1004 FORMAT(11H ,A10,1X,A10,5X,6(11))
   RETURN
C
25  100 IF(CAT.GT.11) GO TO 115
   DO 110 J=1,20
   IF(AGE(J).EQ.999) GO TO 111
110  CONTINUE
   111 COL=J+1
   GO TO 150
115  DO 120 J=1,10
   IF(GRP(J).EQ.999) GO TO 121
120  CONTINUE
   121 COL=J+1
35  150 WRITE(6,1101) (DETNUM(L),L=L+1,COL)
   WRITE(6,1101) (DETNUM(2),L=L+1,COL)
   DO 160 J=3,MLIN
40  IF(DETN(1,J).EQ.BLANK) GO TO 155
   WRITE(6,1102) (DETNUM(J),L=L+1,COL)
   GO TO 160
   155 WRITE(6,1103) (DETNUM(J),L=L+1,COL)
   160 CONTINUE
   1101 FORMAT(10H,A10,1X,A10,2H =,3X,20(14))
45  1102 FORMAT(10H ,A10,1X,A10,5X,20(14))
   1103 FORMAT(11H ,A10,1X,A10,5X,20(14))
   END

```

SUBROUTINE ANAL2 73/73 OPT=1

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```
1  SUBROUTINE ANAL2
    IMPLICIT INTEGER (A-Z)
    DIMENSION CAT(12)
    DO 10 J=1,12
5     CAT(J)=0
    CALL CROSSCAT
    IF (CAT(1).EQ.0) RETURN
    CALL BUILD(CAT,NLIN)
    CALL REPORT2(CAT,NLIN)
10    RETURN
    END
```

## THE OUTPUT OF PROGRAM TWO

Three basic input cards were used to produce the data from this program based on the class of the data requested and the key(s) to the subpopulation(s) of that class. For example, theater of operation would be a class of data and Middle East would be the key to a subpopulation of that class. An explanation of each class and key and their abbreviations follows:

<u>CLASS</u>	<u>KEY</u>
AGE = Age of the evadee	0-99
GRP = Number of people in the evasion group.	0 - 9 or more
OFF = Was the evadee an officer or an enlisted man?	OFF = OFFICER EM = ENLISTED
EVA = Did the evadee become a POW?	EV = Remained an evadee POW = Became a POW
THEATER = The theater of operation in which the evasion occurred.	EUR = European MED = Mediterranean PAC = Pacific Ocean Area ME = Mid East SEA - China, India, Burma, and Southeast Asia OTHER = All other areas

ZONE = Within which territory did the evasion take place?	EN = Enemy Territory
	OCC = Territory occupied by enemy forces.
	COMB = Combat Territory
INJURY = Was the evadee injured?	NONE = No injuries
	HEAD = On the head
	LEG = In the leg/foot
	ARM = In the arm
	BODY = On the body
	MULT = Multiple injuries
BAIL = Did the evadee bail out of his aircraft or did he ditch/crashland with it?	BAIL = Bailed out.
	CRASH = Ditched/crashlanded
SURV = Did the evadee have a survival kit?	YES
	NO
	ABAND = The evadee abandoned his kit.
	UNK = Unable to determine
	LOST = The evadee lost it and was unable to recover it.
WPN = Did the evadee have a handgun?	YES
	NO
	DISP = He disposed of it
	ACQ = He acquired one

UNK = Unable to determine

LOST = He lost it and was  
unable to recover it.

TNG = Did the evadee re-  
ceive any survival  
training?

YES

NO

UNK = Unable to determine

CAPT = Of those who become  
POW's were they cap-  
tured by enemy forces or  
turned in by civilians?

CAPT = Captured

TURN = Turned in

ALL = All classes of data

The first input card used was FREQ. This develops  
the frequency distributions for all classes. An example  
of a frequency distribution can be seen below:

TABLE B-1.		
FREQUENCY DISTRIBUTION FOR OFF/EM		
CLASS = OFFICER ENLISTED		
# CASES =	154	90

The second input card used was CROSS. This  
developed the crosstabulation of one population with  
one or more others. Numeric classes such as age or  
group size could appear only in the first position and  
thus could not be crosstabulated with each other. The  
input card for the example sighted in Table C-1 was  
as follows: CROSS (OFF THEATER). An example of  
that table follows:

TABLE B-2. CROSSTABULATION DATA		
OFF/EM =	OFFICER	ENLISTED
NUMBER OF CASES =	154	90
THEATER EUROPE =	5	1
MEDITER=	34	21
PACIFIC=	35	18
MID EAST=	0	1
CIB/SEA=	80	49
OTHER =	0	0

The final input card used was SELECT. This developed the detailed day-by-day tabulation of evadees' activities for all cases which fall into the classes and keys selected. For example, SELECT (ALL) produces a table that included all evadees, while SELECT (THEATER EUR) produced a table that included only those cases where the evasion occurred in the European Theater of Operation. An example of that table with explanations follows:

TABLE B-3. EXAMPLE OF SELECT DATA

SELECTION CRITERION IS ALL CASES FOR WHICH

THEATER IS EUROPE

NUMBER OF CASES SELECTED = 6<sup>1</sup>

DAYS	1	2	3	TOTAL EVT/MD
NUMBER OF CASES	6 <sup>2</sup>	1	1	8 <sup>3</sup>
ACQUIRED FOOD/WATER	0	0	0	0 0.0000
ACQUIRED MEDICAL AID	0	0	0	0 0.0000
ACQUIRED CLOTHING	0	0	0	0 0.0000
FORCED FOOD/WATER	0	0	0	0 0.0000
FORCED MEDICAL AID	0	0	0	0 0.0000
FORCED CLOTHING	0	0	0	0 0.0000
GIVEN FOOD/WATER	2 <sup>4</sup>	1	0	3 <sup>5</sup> .3750 <sup>6</sup>
GIVEN MEDICAL AID	1	0	0	1 .1250
GIVEN CLOTHING	2	0	0	2 .2500
SELF DEFENSE	3	0	0	3 .3750
SENSE OF SECURITY	4	0	0	4 .5000
KILLED SMALL GAME	0	0	0	0 0.0000
SIGNAL/MARKER	0	0	0	0 0.0000
STAYED WITH FAMILY	0	0	0	0 0.0000

1 Number of evadees in the population.

2 Number of evadees evading on that day of evasion.

3 Total man-day of evasion.

4 Number of times that event occurred on that day of evasion.

5 Total number of times that event occurred.

6 Events per man-day of evasion.

## APPENDIX C

## EXECUTIVE SUMMARY

**QUALIFIER:** Part of the mission of the US Army Command and General Staff College is distribution of student research products to interested DoD Agencies to enhance the potential for new insights into Defense related problems/issues. While the College has accepted this product as meeting academic requirements for graduation, the views and opinions expressed or implied are solely those of the author and should not be construed as carrying official sanction.

**TITLE:** A QUANTITATIVE ANALYSIS OF HANDGUN USE DURING THE EVASION AND SURVIVAL ATTEMPTS OF ARMY AIR FORCE AIRCREW MEMBERS DURING WORLD WAR II

**AUTHOR:** MAJ JOSEPH R. BREAM

**ADVISOR:** MAJ JOSEPH F. MATHIS

I. Purpose: To determine the possible uses for an aircrew survival and evasion handgun, to identify those factors bearing on those uses, and to make recommendations for characteristics of such a weapon. This information will aid weapons experts in selecting the most effective weapon and ammunition combination.

II. Problem: The United States Air Force has long recognized the necessity to provide its combat aircrew members with a handgun to aid in efforts to return to friendly control should they be downed over hostile territory. Lacking empirical data on potential uses for such a weapon, the handgun and ammunition selected and the training provided have historically been designed to provide self-defense for the downed airman. However, if such a weapon is to effectively aid the evadee, all intended uses for a handgun and ammunition

must be established, and acceptable tradeoffs made to select the most effective weapon to aid the downed airman.

III. Data. In developing the data for this study, 244 (of 771 screened) World War II evasion reports of U.S. Army Air Force airmen were used. Data from the Korean and Southeast Asian conflicts was not included because much remains classified. Each debrief was analyzed for pertinent data on handgun use and the factors bearing on its employment.

IV. Conclusion. Based on a quantitative analysis, the author concludes that:

a. For the first two or three days of evasion, the handgun will be used to provide for a psychological sense of security and the self-defense of the evadee.

b. After the fourth or fifth day the evadee will have to depend substantially on his handgun to aid in foraging for food and/or in killing small game.

V. Recommendations. An effective handgun and ammunition combination should: be light enough for the airman to carry for long periods of time; be securely attached to the evadee; be capable of rapid employment; be very accurate; be capable of disabling an opponent with the first shot; be silent; be capable of killing small game without destroying the meat. Further, training should also include firing at small moving targets to increase the airman's accuracy.

## APPENDIX D

FREQUENCY DISTRIBUTION FOR AGE

AGE	0	19	20	21	22	23	24	25	26	27	28	29	30	31	33	35	36	39
# CASES	296	1	11	25	21	29	20	21	15	10	18	7	4	1	2	1	1	1
MEAN	AGE = 24.43																	

FREQUENCY DISTRIBUTION FOR GROUP SIZE

GROUP SIZE	1	2	3	4	5	6	7	8	9
# CASES	212	57	18	19	56	37	24	16	45
MEAN GROUP SIZE	3.43								

FREQUENCY DISTRIBUTION FOR OFF/EN

CLASS	OFFICER	ENLISTED
# CASES	308	176

FREQUENCY DISTRIBUTION FOR EVA/POW

CLASS	EVADEE	POW
# CASES	454	30

FREQUENCY DISTRIBUTION FOR THEATER

CLASS	EUROPE	MEDITER	PACIFIC	MID EAST	CIB/SEA	OTHER
# CASES	32	109	73	5	265	0

FREQUENCY DISTRIBUTION FOR ZONE

CLASS	ENEMY TERR	OCUP TERR	COMBAT TERR	FRNDLY TERR
# CASES	12	470	2	0

TABLE D-1

FREQUENCY DISTRIBUTION FOR INJURY

CLASS =	NONE	HEAD	LEG/FOOT	ARM	BODY	MULTIPLE
# CASES =	325	30	57	11	6	54

FREQUENCY DISTRIBUTION FOR RAIL/DITCH

CLASS = BAILED OUT CRASH LAND

# CASES =	378	105
-----------	-----	-----

FREQUENCY DISTRIBUTION FOR SURV EQUIP

CLASS =	YES	NO	ABANDONED	UNKNOWN	LOST
# CASES =	250	31	27	135	33

OR

FREQUENCY DISTRIBUTION FOR VERSION

CLASS =	YES	NO	PURPOSE OF	ACQUIRED	UNKNOWN	LOST
# CASES =	133	51	6	11	240	42

FREQUENCY DISTRIBUTION FOR TRAINING

CLASS =	YES	NO	UNKNOWN
# CASES =	144	20	319

FREQUENCY DISTRIBUTION FOR CAPTURED

CLASS =	CAPTURED	TURNED IN
# CASES =	17	12

TABLE D-1 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH  
ALL CASES SELECTED

NUMBER OF CASES SELECTED = 484

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	484	284	205	151	130	111	94	89	79	75	72	63	59	55	52	51	43	39	37	37	36	35	34	33
ACQUIRED FOOD/WATER	42	50	39	34	31	23	26	20	17	14	12	11	3	5	5	3	3	3	2	2	2	1	0	0
ACQUIRED MEDICAL AID	4	4	1	1	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	127	52	40	29	23	7	10	7	3	4	1	1	2	7	10	5	1	1	0	3	1	0	0	0
GIVEN MEDICAL AID	19	4	2	0	3	0	3	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0
GIVEN CLOTHING	48	12	6	2	5	3	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	39	6	3	0	3	1	1	1	0	0	3	0	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	91	25	11	5	5	4	4	1	1	1	4	1	0	0	0	0	2	0	1	0	1	0	0	0
KILLED SMALL GAME	0	1	0	2	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	9	2	0	2	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	45	62	70	61	48	40	42	44	43	46	45	40	32	27	23	31	29	30	19	20	21	21	22	21

TABLE D-2

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	32	32	31	31	28	27	10	10	18	18	15	13	13	11	11	11	11	11	11	10	10	10	10	10
ACQUIRED FOOD/WATER	0	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	21	16	16	16	13	12	11	12	12	12	12	12	12	10	10	10	10	10	10	9	9	9	9	10

55

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	10	10	10	10	10	10	10	10	9	9	9	9	9	9	9	9	9	9	8	8	8	8	8	8
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	9	9	9	9	9	8	8	8	8	8	8	8	8	8	8	8	8	8	7	7	7	7	7	6

50

TABLE D-2 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	8	7	7	7	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD		
NUMBER OF CASES	6	6	6	6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	3248			
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	360	.1108		
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13	.0040		
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0009		
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0003		
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	334	.1028		
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	33	.0102		
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	78	.0240		
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58	.0179		
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	157	.0483		
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0028		
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20	.0062		
STAYED WITH FAMILY	6	6	6	6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	1629	.5015		

TABLE D-2 (CON'T)

CROSSSTAB	AGE VS	EVA/POW	THEATER	ZONE	INJURY	BAIL/DITCH	SURV	EQUIP	WEAPON	OFF/EM	CAPT/TURN	TRAINING						
AGE =	0	19	20	21	22	23	24	25	26	27	28	29	30	31	33	35	36	39
NUMBER OF CASES =	296	1	11	25	21	29	20	21	15	10	18	7	4	1	2	1	1	1
EVA/POW	293	1	10	23	20	23	17	20	13	10	13	4	3	1	2	1	0	0
POW	3	0	1	2	1	6	3	1	2	0	5	3	1	0	0	0	1	1
THEATER	EUROPE	1	0	3	3	3	3	1	2	3	1	5	5	1	0	0	0	0
	MEDITER	0	1	7	16	15	17	11	13	7	7	11	1	0	1	0	1	0
	PACIFIC	57	0	0	3	2	3	2	1	3	2	0	0	0	0	0	0	0
	MID EAST	4	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	CIB/SEA	234	0	1	2	1	6	6	5	2	0	2	1	3	0	2	0	0
	OTHER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ZONE ENEMY TERR	0	0	0	0	0	5	1	1	1	1	0	1	0	1	0	0	1	1
OCCUP TERR	295	1	11	25	21	23	19	20	14	10	17	7	3	1	2	1	0	0
COMBAT TER	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
FRNDLY TER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
INJURY	204	1	9	17	12	14	14	15	9	8	13	4	3	0	1	1	0	0
NONE	21	0	1	2	0	1	3	0	1	0	0	1	0	0	0	0	0	0
HEAD	33	0	0	1	5	3	2	3	4	1	2	1	0	0	1	0	1	0
LEG/FOOT	5	0	0	1	1	1	1	1	0	0	0	0	0	1	0	0	0	0
ARM	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
BODY	27	0	1	4	3	10	0	2	1	1	2	1	0	1	0	0	0	1
MULTIPLE	221	1	11	20	19	22	15	19	10	8	16	6	4	1	2	1	1	1
BAIL/DITCH	74	0	0	5	2	7	5	2	5	2	2	1	0	0	0	0	0	0
BAILED OUT	131	1	0	19	14	17	16	14	9	8	14	2	1	1	2	1	0	0
CRASH LAND	22	0	0	1	2	1	1	1	1	1	2	0	0	0	0	0	0	0
YES	20	0	0	1	2	2	0	2	0	0	0	0	0	0	0	0	0	0
NO	103	0	3	2	2	6	2	4	3	0	2	4	2	0	0	0	1	1
ABANDONED	21	0	0	2	1	3	1	0	2	1	0	1	1	0	0	0	0	0
UNKNOWN	80	0	4	6	3	7	7	5	7	3	4	1	2	1	2	0	1	0
LOST	23	0	1	7	4	1	3	5	2	2	3	0	0	0	0	0	0	0
WEAPON	5	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
YES	8	0	0	0	2	0	1	0	0	0	0	0	0	0	0	0	0	0
NO	147	1	5	12	12	18	6	10	5	5	10	5	2	0	0	1	0	1
DISPOSE OF	32	0	1	0	0	2	3	1	1	1	0	1	0	0	0	0	0	0
ACQUIRED	185	0	2	12	17	17	14	14	12	10	15	6	1	0	1	0	1	1
UNKNOWN	111	1	9	13	4	12	6	7	3	0	3	1	3	1	1	1	0	0
LOST	1	0	1	1	1	2	2	1	1	0	3	2	0	0	0	0	1	1
OFF/EM	2	0	0	1	0	4	1	0	1	0	2	1	1	0	0	0	0	0
OFFICER	35	1	8	18	15	14	13	13	7	7	10	1	0	1	1	0	0	0
ENLISTED	0	0	1	3	0	6	1	3	1	0	2	1	1	0	1	0	0	0
CAPTURED	260	0	2	4	6	9	6	5	7	3	6	5	3	0	0	1	1	1
TURNED IN																		
YES																		
NO																		
UNKNOWN																		

TABLE D-3

CROSSTAB	GROUP SIZE VS	OFF/EM	EVA/POW	THEATER	ZONE	INJURY	BAIL/DITCH	SURV	EQUIP	WEAPON	CAPT/TURN	TRAINING
	GROUP SIZE =	1	2	3	4	5	6	7	8	9		
NUMBER	OF CASES =	212	57	18	19	56	37	24	16	45		
OFF/EM	OFFICER	178	30	11	7	34	17	6	6	19		
	ENLISTED	34	27	7	12	22	20	18	10	26		
EVA/POW	EVADEE	187	53	17	19	56	37	24	16	45		
	POW	25	4	1	0	0	0	0	0	0		
THEATER	EUROPE	26	4	2	0	0	0	0	0	0		
	MEDITER	53	19	6	5	9	6	2	8	1		
	PACIFIC	28	6	6	1	15	6	0	0	11		
	MID EAST	2	3	0	0	0	0	0	0	0		
	CI8/SEA	103	25	4	13	32	25	22	8	33		
	OTHER	0	0	0	0	0	0	0	0	0		
ZONE	ENEMY TERR	10	1	1	0	0	0	0	0	0		
	OCUP TERR	200	56	17	19	56	37	24	16	45		
	COMBAT TER	2	0	0	0	0	0	0	0	0		
	FRNDLY TER	0	0	0	0	0	0	0	0	0		
INJURY	NONE	122	39	13	13	39	33	20	9	37		
	HEAD	17	3	2	0	5	0	0	1	2		
	LEG/FOOT	32	3	2	3	3	1	4	3	6		
	ARM	5	2	0	1	3	0	0	0	0		
	BODY	2	0	0	2	2	0	0	0	0		
	MULTIPLE	33	10	1	0	4	3	0	3	0		
BAIL/DITCH	BAILLED OUT	166	38	16	17	35	23	24	16	43		
	CRASH LAND	46	19	2	2	21	14	0	0	1		
SURV EQUIP	YES	114	36	10	18	22	15	15	8	20		
	NO	7	4	0	1	13	2	1	0	4		
	ABANDONED	15	4	3	0	5	0	0	0	0		
	UNKNOWN	65	10	4	0	6	20	0	8	14		
	LOST	11	3	1	0	10	0	0	0	8		
WEAPON	YES	53	23	7	8	15	6	9	7	6		
	NO	20	7	2	0	6	2	3	1	10		
	DISPOSE OF	3	0	1	0	1	0	0	0	1		
	ACQUIRED	4	0	0	4	0	1	0	0	2		
	UNKNOWN	119	26	6	6	24	26	11	8	14		
	LOST	13	2	2	0	10	2	1	0	12		
CAPT/TURN	CAPTURED	12	4	1	0	0	0	0	0	0		
	TURNED IN	13	0	0	0	0	0	0	0	0		
TRAINING	YES	65	17	6	7	10	7	9	8	15		
	NO	8	4	2	0	6	0	0	0	0		
	UNKNOWN	139	36	10	12	40	29	15	8	30		

TABLE D-4

SELECTION CRITERION IS ALL CASES FOR WHICH  
GROUP SIZE IS 1

NUMBER OF CASES SELECTED = 212

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	212	120	92	71	66	57	49	45	41	37	35	33	32	28	25	25	23	19	17	17	16	15	14	13
ACQUIRED FOOD/WATER	19	24	23	17	13	13	10	9	8	6	6	4	3	5	5	3	3	3	2	2	2	1	0	0
ACQUIRED MEDICAL AID	4	2	1	1	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	62	26	14	11	12	3	7	5	3	3	1	1	2	2	0	0	1	1	0	3	1	0	0	0
GIVEN MEDICAL AID	11	3	2	0	1	0	1	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0
GIVEN CLOTHING	38	9	2	2	3	1	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	25	1	3	0	1	1	1	1	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	58	14	6	4	2	4	3	1	1	1	0	1	0	0	0	0	2	0	1	0	1	0	0	0
KILLED SMALL GAME	0	1	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	19	24	29	30	23	21	21	24	21	22	21	22	19	16	16	15	13	10	8	9	10	10	11	10

TABLE D-5

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	12	12	12	12	11	10	10	10	10	10	10	9	9	9	7	7	7	7	7	6	6	6	6	6
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	10	10	10	10	9	8	7	8	8	8	8	8	8	8	6	6	6	6	6	5	5	5	5	6

CS

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	5	5	5	5	5	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
STAYED WITH FAMILY	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	4	4	4	3	

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TABLE D-5 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	5	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EV7/MO
NUMBER OF CASES	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	1577	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	181	.1148
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11	.0070
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0013
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0006
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	150	.1002
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20	.0127
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	57	.0361
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34	.0216
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	99	.0628
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0019
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0006
STAYED WITH FAMILY	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	833	.5282

SELECTION CRITERION IS ALL CASES FOR WHICH  
GROUP SIZE IS 2 3 4 5 6 7 8 9  
NUMBER OF CASES SELECTED = 272

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	272	164	113	80	64	54	45	44	38	38	37	30	27	27	27	26	20	20	20	20	20	20	20	20
ACQUIRED FOOD/WATER	23	26	16	17	18	10	16	11	9	8	6	7	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	65	26	26	18	11	4	3	2	0	1	0	0	0	5	10	5	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	8	1	0	0	2	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	10	3	4	0	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	14	5	0	0	2	0	0	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	33	11	5	1	3	0	1	0	0	0	4	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	9	2	0	2	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	26	38	41	31	25	27	21	20	22	24	24	18	13	11	7	16	16	20	11	11	11	11	11	11

TABLE D-6

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	20	20	19	19	17	17	8	8	8	8	5	4	4	4	4	4	4	4	4	4	4	4	4	4
ACQUIRED FOOD/WATER	0	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	11	6	6	6	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

TABLE D-6 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	4	4	4	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3

TABLE D-6 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	1671	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	179	.1071
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0012
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0006
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	176	.1053
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13	.0078
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	21	.0126
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	24	.0144
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58	.0347
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6	.0036
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	19	.0114
STAYED WITH FAMILY	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	796	.4764

CROSSTAR	OFF/EM VS	THEATER	ZONE	INJURY SURV EQUIP	WEAPON	EVA/POW BAIL/DITCH	CAPT/TURN	TRAINING
NUMBER	OFF/EM =	OFFICER	ENLISTED					
	OF CASES =							
THEATER								
	EUROPE	22	10					
	MEDITER	67	42					
	PACIFIC	51	22					
	MID EAST	2	3					
	CIB/SEA	166	99					
	OTHER	0	0					
ZONE	ENEMY TERR	7	5					
	OCCUP TERR	299	171					
	COMBAT TER	2	0					
	FRNDLY TER	0	0					
INJURY	NONE	198	127					
	HEAD	24	6					
	LEG/FOOT	36	21					
	ARM	8	3					
	BODY	2	4					
	MULTIPLE	39	15					
SURV EQUIP	YES	166	92					
	NO	21	10					
	ABANDONED	22	5					
	UNKNOWN	78	57					
	LOST	21	12					
WEAPON	YES	80	53					
	NO	30	21					
	DISPOSE OF	6	0					
	ACQUIRED	8	3					
	UNKNOWN	154	86					
	LOST	30	12					
EVA/POW	EVADEE	289	165					
	POW	19	11					
BAIL/DITCH	Bailed OUT	226	152					
	CRASH LAND	81	24					
CAPT/TURN	CAPTURED	11	6					
	TURNED IN	9	5					
TRAINING	YES	95	49					
	NO	11	9					
	UNKNOWN	201	118					

TABLE D-7

SELECTION CRITERION IS ALL CASES FOR WHICH  
OFF/EM IS OFFICER

NUMBER OF CASES SELECTED = 308

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	308	179	133	100	88	74	64	60	52	49	47	48	39	35	32	32	28	25	23	23	22	21	20	19
ACQUIRED FOOD/WATER	29	33	27	24	18	17	17	14	12	9	8	7	3	5	3	3	3	2	2	2	2	1	0	0
ACQUIRED MEDICAL AID	4	2	1	1	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	86	36	23	19	14	4	9	6	2	3	1	1	2	4	4	2	1	1	0	3	1	0	0	0
GIVEN MEDICAL AID	16	2	1	0	1	0	2	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0
GIVEN CLOTHING	41	9	4	2	4	1	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	23	4	3	0	1	0	1	1	0	0	1	0	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	68	21	9	4	2	2	4	1	1	1	2	1	0	0	0	0	2	0	1	0	1	0	0	0
KILLED SMALL GAME	0	1	0	2	0	0	0	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	1	1	0	0	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	31	40	48	42	33	32	28	30	28	30	29	26	22	18	16	19	17	17	11	12	13	13	14	14

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	18	18	18	18	16	15	11	11	11	11	10	9	9	7	7	7	7	7	7	7	7	7	7	7
ACQUIRED FOOD/WATER	0	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	14	12	12	12	10	9	9	9	9	9	9	9	9	9	7	7	7	7	7	7	7	7	7	7

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	7	7	7	7	7	7	7	7	6	6	6	6	6	6	6	6	6	6	5	5	5	5	5	5
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	7	7	7	7	7	6	6	6	6	6	6	6	6	6	6	6	6	6	5	5	5	5	4	4

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2084	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	250	.1200
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11	.0053
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0014
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0005
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	222	.1063
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	24	.0115
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	63	.0302
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	35	.0168
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	120	.0576
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6	.0029
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	.0024
STAYED WITH FAMILY	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	1105	.5302

TABLE D-8 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH  
OFF/EM IS ENLISTED

NUMBER OF CASES SELECTED = 176

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	176	105	72	51	42	37	30	29	27	26	25	23	20	20	20	19	15	14	14	14	14	14	14	14
ACQUIRED FOOD/WATER	13	17	12	10	13	6	9	6	5	5	4	4	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	41	16	17	10	9	3	1	1	1	1	0	0	0	3	6	3	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	3	2	1	0	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	7	3	2	0	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	16	2	0	0	2	1	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	23	4	2	1	3	2	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	8	1	0	2	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	14	22	22	19	15	16	14	14	15	16	16	14	10	9	7	12	12	13	8	8	8	8	8	7

TABLE D-9

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	14	14	13	13	12	12	7	7	7	7	5	4	4	4	4	4	4	4	4	3	3	3	3	3
ACQUIRED FOOD/WATER	0	2	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	7	4	4	4	3	3	2	3	3	3	3	3	3	3	3	3	3	3	3	2	2	2	2	3

TABLE D-9 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

TABLE D-9 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	1164	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	110	.0945
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0017
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	112 .0962
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9 .0077
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	15 .0129
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	23 .0198
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37 .0318
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3 .0026
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	15 .0129
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	524 .4502

TABLE B-9 (CON'T)

CROSSTAB	EVA/POW VS	THEATER	ZONE	OFF/EM	INJURY	BAIL/DITCH	SURV EQUIP	WEAPON	CAPT/TURN	TRAINING
NUMBER	EVA/POW =	EVADEE	POW							
	OF CASES =	454	30							
THEATER	EUROPE	19	13							
	MEDITER	94	15							
	PACIFIC	73	0							
	MID EAST	5	0							
	CIB/SEA	263	2							
	OTHER	0	0							
ZONE	ENEMY TERR	2	10							
	OCCUP TERR	450	20							
	COMBAT TER	2	0							
	FRNDLY TER	0	0							
OFF/EM	OFFICER	289	19							
	ENLISTED	165	11							
INJURY	NONE	308	17							
	HEAD	30	0							
	LEG/FOOT	52	5							
	ARM	10	1							
	BODY	5	1							
	MULTIPLE	48	6							
BAIL/DITCH	BAILED OUT	355	23							
	CRASH LAND	98	7							
SURV EQUIP	YES	247	11							
	NO	31	1							
	ABANDONED	24	3							
	UNKNOWN	121	14							
	LOST	32	1							
WEAPON	YES	131	2							
	NO	48	3							
	DISPOSE OF	6	0							
	ACQUIRED	11	0							
	UNKNOWN	218	22							
	LOST	39	3							
CAPT/TURN	CAPTURED	0	17							
	TURNED IN	0	13							
TRAINING	YES	135	9							
	NO	20	0							
	UNKNOWN	298	21							

TABLE D-10

SELECTION CRITERION IS ALL CASES FOR WHICH  
EVA/POW IS EVADEE

NUMBER OF CASES SELECTED = 454

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	454	269	196	145	124	107	90	86	76	72	69	60	56	52	49	49	42	38	36	36	35	34	33	32
ACQUIRED FOOD/WATER	40	48	38	33	31	23	26	20	17	14	12	11	3	5	5	3	3	3	2	2	2	1	0	0
ACQUIRED MEDICAL AID	4	4	1	1	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	121	49	37	29	23	7	10	7	3	4	1	1	2	7	10	5	1	1	0	3	1	0	0	0
GIVEN MEDICAL AID	19	4	2	0	3	0	3	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0
GIVEN CLOTHING	47	11	6	2	5	3	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	27	5	1	0	3	1	1	1	1	0	0	3	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	77	24	9	5	4	4	3	1	1	1	4	1	0	0	0	0	2	0	1	0	1	0	0	0
KILLED SMALL GAME	0	1	0	2	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	9	2	0	2	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	45	61	69	60	47	48	42	44	43	46	45	40	32	27	23	31	29	30	19	20	21	21	22	21

TABLE D-11

DETAILED BREAKOUT CONTINUED

	DAYS		25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	31	31	30	30	27	30	26	17	17	17	17	17	14	12	12	10	10	10	10	10	10	9	9	9	9	9
ACQUIRED FOOD/WATER	0	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	21	16	16	16	13	12	12	11	12	12	12	12	12	12	12	10	10	10	10	10	10	9	9	9	9	10

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	9	9	9	9	9	9	9	9	8	8	8	8	8	8	8	8	8	8	7	7	7	7	7	7
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	9	9	9	9	9	8	8	8	8	8	8	8	8	8	8	8	8	8	7	7	7	7	6	6

CO  
CO

TABLE D-11 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	7	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6

TABLE D-11 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	6	6	6	6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	3088	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	354	.1146
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13	.0042
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0010
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0003
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	322	.1043
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	33	.0107
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	76	.0246
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43	.0139
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	138	.0447
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0029
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20	.0065
STAYED WITH FAMILY	6	6	6	6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	1625	.5262

SELECTION CRITERION IS ALL CASES FOR WHICH  
EVA/POW IS POW

NUMBER OF CASES SELECTED = 30

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	30	15	9	6	6	4	4	3	3	3	3	3	3	3	3	2	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	6	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	12	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	14	1	2	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	0	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TABLE D-12

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TABLE D-12 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
STAYED WITH FAMILY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

TABLE D-12 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	TOTAL	EVT/MD
NUMBER OF CASES	1	1	1	1	160	
ACQUIRED FOOD/WATER	0	0	0	0	6	.0375
ACQUIRED MEDICAL AID	0	0	0	0	0	0.0000
ACQUIRED CLOTHING	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	12	.0750
GIVEN MEDICAL AID	0	0	0	0	0	0.0000
GIVEN CLOTHING	0	0	0	0	2	.0125
SELF DEFENSE	0	0	0	0	15	.0938
SENSE OF SECURITY	0	0	0	0	19	.1188
KILLED SMALL GAME	0	0	0	0	0	0.0000
SIGNAL/MARKER	0	0	0	0	0	0.0000
STAYED WITH FAMILY	0	0	0	0	4	.0250

CROSSTAB	CAPT/TURN VS	THEATER	ZONE	INJURY SURV EQUIP	WEAPON	EVA/POW	OFF/EM BAIL/DITCH	TRAINING
NUMBER	CAPT/TURN =	CAPTURED	TURNED IN					
OF CASES =								
THEATER	EUROPE	17	13					
	MEDITER	7	6					
	PACIFIC	10	5					
	MID EAST	0	0					
	CIB/SEA	0	0					
	OTHER	0	2					
ZONE	ENEMY TERR	6	4					
	OCCUP TERR	11	9					
	COMBAT TER	0	0					
	FRNDLY TER	0	0					
INJURY	NONE	7	10					
	HEAD	0	0					
	LEG/FOOT	3	2					
	ARM	0	1					
	BODY	1	0					
	MULTIPLE	6	0					
SURV EQUIP	YES	5	6					
	NO	0	1					
	ABANDONED	1	2					
	UNKNOWN	10	4					
	LOST	1	0					
WEAPON	YES	1	1					
	NO	1	2					
	DISPOSE OF	0	0					
	ACQUIRED	0	0					
	UNKNOWN	13	9					
	LOST	2	1					
EVA/POW	EVADEE	0	0					
	POW	17	13					
OFF/EM	OFFICER	11	8					
	ENLISTED	6	5					
BAIL/DITCH	BAILED OUT	13	10					
	CRASH LAND	4	3					
TRAINING	YES	5	4					
	NO	0	0					
	UNKNOWN	12	9					

TABLE D-13

SELECTION CRITERION IS ALL CASES FOR WHICH  
CAPT/TURN IS CAPTURED

NUMBER OF CASES SELECTED = 17

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	17	7	4	4	4	4	4	3	3	3	3	3	3	3	3	2	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	8	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TABLE D-14

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TABLE D-14 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	TOTAL	EVT/MD
NUMBER OF CASES	1	1	1	1	130	
ACQUIRED FOOD/WATER	0	0	0	0	4	.0308
ACQUIRED MEDICAL AID	0	0	0	0	0	0.0000
ACQUIRED CLOTHING	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	4	.0308
GIVEN MEDICAL AID	0	0	0	0	0	0.0000
GIVEN CLOTHING	0	0	0	0	1	.0077
SELF DEFENSE	0	0	0	0	6	.0462
SENSE OF SECURITY	0	0	0	0	9	.0692
KILLED SHALL GAME	0	0	0	0	0	0.0000
SIGNAL/MARKER	0	0	0	0	0	0.0000
STAYED WITH FAMILY	0	0	0	0	0	0.0000

SELECTION CRITERION IS ALL CASES FOR WHICH  
CAPT/TURN IS TURNED IN

NUMBER OF CASES SELECTED = 13

	1	2	3	4	5	TOTAL	EVT/MD
DAYS	13	8	5	2	2	30	
NUMBER OF CASES	1	1	0	0	0	2	.0667
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0.0000
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0.0000
ACQUIRED CLOTHING	0	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	4	2	2	0	0	8	.2667
GIVEN MEDICAL AID	0	0	0	0	0	0	0.0000
GIVEN CLOTHING	1	0	0	0	0	1	.0333
SELF DEFENSE	6	1	2	0	0	9	.3000
SENSE OF SECURITY	6	1	2	0	1	10	.3333
KILLED SMALL GAME	0	0	0	0	0	0	0.0000
SIGNAL/MARKER	0	0	0	0	0	0	0.0000
STAYED WITH FAMILY	0	1	1	1	1	4	.1333

TABLE D-15

CROSSTAB	THEATER VS	ZONE	OFF/EM	EVA/POW	INJURY	BAIL/DITCH	SURV EQUIP	WEAPON	CAPT/TURN	TRAINING
	THEATER =	EUROPE	MEDITER	PACIFIC	MID EAST	CIB/SEA	OTHER			
NUMBER	OF CASES =	32	109	73	5	265	0			
ZONE	ENEMY TERR	3	9	0	0	0	0			
	OCCUP TERR	29	99	73	5	264	0			
	COMBAT TER	0	1	0	0	1	0			
	FRNDLY TER	0	0	0	0	0	0			
OFF/EM	OFFICER	22	67	51	2	166	0			
	ENLISTED	10	42	22	3	99	0			
EVA/POW	EVADEE	19	94	73	5	263	0			
	POW	13	15	0	0	2	0			
INJURY	NONE	20	76	43	3	183	0			
	HEAD	1	2	9	0	18	0			
	LEG/FOOT	7	11	5	1	33	0			
	ARM	1	3	3	0	4	0			
	BODY	1	0	2	0	3	0			
	MULTIPLE	2	17	10	1	24	0			
BAIL/DITCH	BAILED OUT	27	95	41	4	211	0			
	CRASH LAND	5	14	32	1	53	0			
SURV EQUIP	YES	14	79	32	3	130	0			
	NO	0	7	14	0	11	0			
	ABANDONED	0	5	3	0	19	0			
	UNKNOWN	15	16	13	2	89	0			
	LOST	3	2	11	0	17	0			
WEAPON	YES	3	23	29	1	77	0			
	NO	1	26	11	0	13	0			
	DISPOSE OF	0	0	1	0	5	0			
	ACQUIRED	0	1	3	0	7	0			
	UNKNOWN	26	54	20	4	136	0			
	LOST	2	5	9	0	26	0			
CAPT/TURN	CAPTURED	7	10	0	0	0	0			
	TURNED IN	6	5	0	0	2	0			
TRAINING	YES	12	80	17	0	35	0			
	NO	1	7	0	1	11	0			
	UNKNOWN	19	22	56	4	218	0			

TABLE D-16

CROSSTAB	ZONE VS	THEATER	INJURY SURV OCCUP TERR	INJURY SURV EQUIP	WEAPON	EVA/POW	CAPT/TURN	OFF/EM BAIL/DITCH	TRAINING
NUMBER	ZONE =	ENEMY TERR	INJURY SURV OCCUP TERR	COMBAT TER	FRNDLY TER				
THEATER	OF CASES =								
	12	470	2	0					
	3	29	0	0					
	9	99	1	0					
	0	73	0	0					
	0	5	0	0					
	0	264	1	0					
	0	0	0	0					
	7	318	0	0					
	0	30	0	0					
	2	53	2	0					
	1	10	0	0					
	0	6	0	0					
	2	52	0	0					
	4	253	1	0					
	1	30	0	0					
	0	27	0	0					
	6	128	1	0					
	1	32	0	0					
	2	131	0	0					
	0	51	0	0					
	0	5	1	0					
	0	11	0	0					
	10	229	1	0					
	0	42	0	0					
	2	450	2	0					
	10	20	0	0					
	6	11	0	0					
	4	9	0	0					
	7	299	2	0					
	5	171	0	0					
	8	368	2	0					
	4	101	0	0					
	4	139	1	0					
	0	21	0	0					
	8	310	1	0					

TABLE D-17

SELECTION CRITERION IS ALL CASES FOR WHICH  
THEATER IS EUROPE

NUMBER OF CASES SELECTED = 32

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	32	20	14	10	10	7	6	6	6	6	6	6	6	5	5	4	3	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	3	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	10	4	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	5	2	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	11	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	3	3	5	5	4	4	4	4	4	4	4	4	3	3	3	3	2	2	2	2	2	2	2

TABLE D-18

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SHALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

TABLE D-18 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1

TABLE D-18 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

TABLE D-18 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	311	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8	.0257
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	.0547
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0032
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0289
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	.0161
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13	.0418
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	218	.7010

TABLE D-1B (CONT)

SELECTION CRITERION IS ALL CASES FOR WHICH  
THEATER IS HEDITER

NUMBER OF CASES SELECTED = 109

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	109	37	28	21	17	16	14	12	10	9	8	8	7	7	7	7	7	5	5	5	5	5	5	5
ACQUIRED FOOD/WATER	2	2	2	2	1	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	29	14	5	0	2	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	7	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	13	3	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	13	1	2	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	28	2	2	1	0	1	2	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	7	10	12	14	13	11	10	10	8	8	7	7	6	6	6	5	5	4	4	4	4	4	4	3

TABLE D-19

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	5	5	5	5	5	5	5	5	5	5	5	4	4	3	3	3	3	3	3	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	3	3	3	3	3	3	2	3	3	3	3	3	3	2	2	2	2	2	2	1	1	1	1	1

TABLE D-19 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	TOTAL	EVT/MD
NUMBER OF CASES	1	1	1	1	4	86
ACQUIRED FOOD/WATER	0	0	0	0	12	.0247
ACQUIRED MEDICAL AID	0	0	0	0	0	0.0000
ACQUIRED CLOTHING	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	1	.0021
FORCED MEDICAL AID	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	53	.1091
GIVEN MEDICAL AID	0	0	0	0	8	.0165
GIVEN CLOTHING	0	0	0	0	19	.0391
SELF DEFENSE	0	0	0	0	19	.0391
SENSE OF SECURITY	0	0	0	0	37	.0761
KILLED SMALL GAME	0	0	0	0	0	0.0000
SIGNAL/MARKER	0	0	0	0	0	0.0000
STAYED WITH FAMILY	0	0	0	0	232	.4774

SELECTION CRITERION IS ALL CASES FOR WHICH  
THEATER IS PACIFIC

NUMBER OF CASES SELECTED = 73

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	73	59	44	42	35	33	29	29	22	21	21	20	17	15	14	14	14	13	11	11	10	10	9	9
ACQUIRED FOOD/WATER	17	20	14	18	15	12	12	12	6	6	7	3	2	4	4	2	2	2	1	1	1	1	0	0
ACQUIRED MEDICAL AID	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	15	5	6	10	7	1	2	4	2	2	1	1	1	1	0	0	1	1	0	3	1	0	0	0
GIVEN MEDICAL AID	4	0	0	0	1	0	2	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	2	1	2	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	1	5	1	0	2	0	0	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	8	7	7	0	2	2	1	0	1	0	3	0	0	0	0	0	1	0	0	0	1	0	0	0
KILLED SMALL GAME	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	2	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	3	3	5	5	5	7	7	8	8	8	7	8	7	7	8	9	9	8	6	7	8	8	9	9

TABLE D-20

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	9	9	9	9	6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	9	9	9	9	6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	6

TABLE D-20 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
STAYED WITH FAMILY	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	

TABLE D-20 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3	1051	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	164	.1560
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0029
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0019
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	64	.0609
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8	.0076
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6	.0057
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	12	.0114
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	33	.0314
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0010
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8	.0076
STAYED WITH FAMILY	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3	646	.6147

TABLE D-20 (CONT)

SELECTION CRITERION IS ALL CASES FOR WHICH  
THEATER IS MID EAST

NUMBER OF CASES SELECTED = 5	DAYS			TOTAL EVT/MD		
	1	2	3	5	2	12
NUMBER OF CASES	5	5	2	5	2	12
ACQUIRED FOOD/WATER	0	0	0	0	0	0.0000
ACQUIRED MEDICAL AID	0	1	0	1	0	.0833
ACQUIRED CLOTHING	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	2	3	0	5	0	.4167
GIVEN MEDICAL AID	0	0	0	0	0	0.0000
GIVEN CLOTHING	1	0	0	1	0	.0833
SELF DEFENSE	0	0	0	0	0	0.0000
SENSE OF SECURITY	0	0	0	0	0	0.0000
KILLED SMALL GAME	0	0	0	0	0	0.0000
SIGNAL/MARKER	1	0	0	1	0	.0833
STAYED WITH FAMILY	1	0	2	3	0	.2500

TABLE D-21

SELECTION CRITERION IS ALL CASES FOR WHICH  
THEATER IS CIB/SEA

NUMBER OF CASES SELECTED = 265

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	265	163	117	78	68	55	45	42	41	39	37	29	29	28	26	26	19	19	19	19	19	18	18	17
NUMBER OF CASES	20	25	21	14	15	10	12	8	9	8	5	8	1	1	1	1	1	1	1	1	1	0	0	0
ACQUIRED FOOD/WATER	3	1	1	1	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	71	26	28	17	14	5	7	3	0	2	0	0	1	6	10	5	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	7	3	2	0	2	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
GIVEN CLOTHING	27	6	3	0	4	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	20	0	0	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	44	15	2	4	2	1	1	1	0	1	1	1	0	0	0	0	0	0	1	0	0	0	0	0
KILLED SMALL GAME	0	1	0	1	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	8	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	32	46	48	37	25	26	21	22	23	26	27	21	15	11	6	14	12	16	7	7	7	7	7	7

TABLE D-22

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	16	16	15	15	15	15	6	6	6	6	3	2	2	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	7	2	2	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1

TABLE D-22 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	TOTAL	EVT/MD
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1388	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	176	.1268
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0065
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0007
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	195	.1405
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	16	.0115
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43	.0310
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	22	.0159
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	74	.0533
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8	.0058
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11	.0079
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	530	.3818

TABLE D-22 (CON'T)

CROSSTAB	INJURY VS	THEATER	ZONE	WEAPON	EVA/POW	ARM	BODY	MULTIPLE	BAIL/DITCH	CAPT/TURN	TRAINING
	INJURY =	NONE	HEAD	LEG/FOOT							
NUMBER	OF CASES =	325	30	57	11	6	54				
THEATER	EUROPE	20	1	7	1	1	2				
	MEDITER	76	2	11	3	0	17				
	PACIFIC	43	9	5	3	2	10				
	MID EAST	3	0	1	0	0	1				
	CIB/SEA	183	18	33	4	3	24				
	OTHER	0	0	0	0	0	0				
ZONE	ENEMY TERR	7	0	2	1	0	2				
	OCCUP TERR	318	30	53	10	6	52				
	COMBAT TER	0	0	2	0	0	0				
	FRNDLY TER	0	0	0	0	0	0				
WEAPON	YES	88	9	13	4	3	16				
	NO	36	2	7	0	0	6				
DISPOSE OF	ACQUIRED	3	0	3	0	0	0				
	UNKNOWN	6	2	3	0	0	0				
	LOST	166	13	29	4	1	26				
		25	4	2	3	2	6				
EVA/POW	EVADEE	308	30	52	10	5	48				
	POW	17	0	5	1	1	6				
OFF/EM	OFFICER	198	24	36	8	2	39				
	ENLISTED	127	6	21	3	4	15				
SURV EQUIP	YES	178	15	30	6	3	25				
	NO	21	1	4	0	1	4				
	ABANDONED	18	2	2	1	1	3				
	UNKNOWN	94	8	16	2	0	15				
	LOST	14	4	5	2	1	7				
BAIL/DITCH	BAILED OUT	258	16	50	7	4	42				
	CRASH LAND	67	14	6	4	2	12				
CAPT/TURN	CAPTURED	7	0	3	0	1	6				
	TURNED IN	10	0	3	1	0	0				
TRAINING	YES	98	6	16	6	1	17				
	NO	15	1	1	0	0	3				
	UNKNOWN	212	23	39	5	5	34				

TABLE D-23

SELECTION CRITERION IS ALL CASES FOR WHICH  
INJURY IS NONE

NUMBER OF CASES SELECTED = 325

	DAYS																							
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	325	191	140	102	84	69	58	53	46	45	44	39	35	34	33	32	25	22	21	21	21	21	21	21
ACQUIRED FOOD/WATER	26	34	26	20	18	13	18	12	12	11	8	8	2	4	3	1	1	1	1	1	1	1	1	0
ACQUIRED MEDICAL AID	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	79	34	27	23	14	4	7	3	2	1	0	1	1	6	10	5	1	1	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	31	9	5	2	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	26	3	2	0	3	1	1	0	0	0	3	0	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	57	13	8	1	5	2	3	0	0	0	3	0	0	0	0	0	1	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	6	1	0	2	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	33	41	48	41	33	33	27	26	25	28	28	23	15	11	9	18	17	18	9	9	9	9	10	9

TABLE D-24

DETAILED BREAKOUT CONTINUED

	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
DAYS	20	20	20	20	20	19	10	10	10	10	8	6	6	5	5	5	5	5	5	5	5	5	5	5
NUMBER OF CASES	0	3	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	9	6	6	6	6	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4

TABLE D-24 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	2

TABLE D-24 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	4	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

TABLE D-24 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1942
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	231	.1189
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0015
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0005
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0005
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	219	.1128
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0010
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	53	.0273
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40	.0206
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	93	.0479
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6	.0031
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	15	.0077
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	817	.4207

TABLE D-24 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH																																												
INJURY IS														ARM																														
HEAD														LEG/FOOT																														
NUMBER OF CASES SELECTED = 158														BODY														MULTIPLE																
DAYS														1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24							
NUMBER OF CASES														158	93	65	49	46	42	36	36	33	30	28	24	24	21	19	19	18	17	16	16	15	14	13	12							
ACQUIRED FOOD/WATER														16	16	13	14	13	10	8	8	5	3	4	3	1	1	2	2	2	2	1	1	1	0	0	0							
ACQUIRED MEDICAL AID														4	4	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0						
ACQUIRED CLOTHING														1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0						
FORCED FOOD/WATER														0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
FORCED MEDICAL AID														0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
FORCED CLOTHING														0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
GIVEN FOOD/WATER														48	18	13	6	9	3	3	4	1	3	1	0	1	1	0	0	0	0	0	0	3	1	0	0	0	0					
GIVEN MEDICAL AID														19	4	2	0	1	0	3	0	0	0	0	0	1	0	0	0	0	0	0	1	0	0	0	0	0	0					
GIVEN CLOTHING														17	3	1	0	1	1	0	0	1	0	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0				
SELF DEFENSE														13	3	1	0	0	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
SENSE OF SECURITY														33	12	3	4	0	2	1	1	1	1	1	1	1	0	0	0	0	1	0	1	0	1	0	0	0	0	0				
KILLED SMALL GAME														0	1	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
SIGNAL/MARKER														3	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
STAYED WITH FAMILY														12	21	22	20	15	15	15	18	18	18	17	17	17	16	14	13	12	12	10	11	12	12	12	12	12	12	12				

TABLE D-25

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	12	12	11	11	8	8	8	8	8	8	7	7	7	6	6	6	6	6	6	5	5	5	5	5
ACQUIRED FOOD/WATER	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	12	10	10	10	7	7	6	7	7	7	7	7	7	6	6	6	6	6	6	5	5	5	5	6

TABLE D-25 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	4	4	4	4	4
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	4	4	4	4	4

TABLE D-25 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	1305	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	129	.0989
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10	.0077
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0015
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	115	.0881
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31	.0238
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25	.0192
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	18	.0138
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	63	.0483
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0023
STAYED WITH FAMILY	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	812	.6222

CROSSTAB	BAIL/DITCH VS	THEATER	ZONE	INJURY SURV EQUIP	WEAPON	EVA/POW	OFF/EM	CAPT/TURN	TRAINING
NUMBER	BAIL/DITCH =	BAILD OUT	CRASH LAND						
	OF CASES =	378	105						
THEATER	EUROPE	27	5						
	MEDITER	95	14						
	PACIFIC	41	32						
	MID EAST	4	1						
	CIB/SEA	211	53						
	OTHER	0	0						
ZONE	ENEMY TERR	8	4						
	OCCUP TERR	368	101						
	COMBAT TER	2	0						
	FRNDLY TER	0	0						
INJURY	NONE	258	67						
	HEAD	16	14						
	LEG/FOOT	50	6						
	ARM	7	4						
	BODY	4	2						
	MULTIPLE	42	12						
SURV EQUIP	YES	209	49						
	NO	20	11						
	ABANDONED	17	10						
	UNKNOWN	110	25						
	LOST	22	10						
WEAPON	YES	101	32						
	NO	43	8						
	DISPOSE OF	5	0						
	ACQUIRED	11	0						
	UNKNOWN	185	55						
	LOST	32	10						
EVA/POW	EVADEE:	355	98						
	POW	23	7						
OFF/EM	OFFICER	226	81						
	ENLISTED	152	24						
CAPT/TURN	CAPTURED	13	4						
	TURNED IN	10	3						
TRAINING	YES	125	19						
	NO	17	3						
	UNKNOWN	235	83						

TABLE D-26

SELECTION CRITERION IS ALL CASES FOR WHICH  
BAIL/DITCH IS BAILED OUT

NUMBER OF CASES SELECTED = 378

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	378	221	156	108	90	78	65	62	57	53	51	47	43	40	40	40	34	31	29	29	29	29	29	28
ACQUIRED FOOD/WATER	23	29	18	16	17	13	12	9	10	8	8	10	3	4	4	3	3	3	2	2	2	1	0	0
ACQUIRED MEDICAL AID	3	2	0	0	2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	106	40	30	23	19	7	4	5	2	1	0	0	1	6	10	5	1	1	0	2	0	0	0	0
GIVEN MEDICAL AID	13	3	0	0	3	0	2	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0
GIVEN CLOTHING	40	9	5	2	4	3	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	32	0	0	0	1	1	1	0	0	0	3	0	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	75	9	6	4	2	2	2	0	0	1	4	1	0	0	0	0	2	0	0	0	0	0	0	0
KILLED SMALL GAME	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	9	2	0	2	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	40	53	59	49	42	40	36	35	34	35	34	31	24	20	16	24	23	25	15	16	17	17	18	17

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	28	28	27	27	25	24	15	15	15	15	12	10	10	8	8	8	8	8	8	8	8	8	8	8
ACQUIRED FOOD/WATER	0	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	17	12	12	12	10	9	9	9	9	9	9	9	9	7	7	7	7	7	7	7	7	7	7	8

TABLE D-27 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	2305	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	295	.1280
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10	.0043
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0009
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0004
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	232	.1007
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	22	.0095
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	50	.0217
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40	.0174
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	105	.0456
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0039
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	12	.0052
STAYED WITH FAMILY	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	1140	.4946

TABLE D-99 (CONT)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5

TABLE D-40 (CONT)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
STAYED WITH FAMILY	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	

TABLE D-40 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	22	22	21	21	18	18	9	9	9	9	6	5	5	5	5	5	5	5	5	5	5	5	5	5
ACQUIRED FOOD/WATER	0	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	13	8	8	8	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	6

TABLE D-40 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH  
TRAINING IS UNKNOWN

NUMBER OF CASES SELECTED = 319

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	319	202	149	112	100	86	73	70	62	59	57	50	46	42	40	39	31	28	27	27	26	25	24	23
ACQUIRED FOOD/WATER	33	38	29	26	28	19	21	16	14	12	10	10	2	4	5	3	3	3	2	2	2	1	0	0
ACQUIRED MEDICAL AID	3	4	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	85	30	26	20	16	5	8	6	3	2	1	1	2	6	10	5	1	1	0	3	1	0	0	0
GIVEN MEDICAL AID	11	3	2	0	3	0	2	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	31	7	3	0	5	2	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	27	5	1	0	2	0	1	0	0	0	3	0	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	58	18	6	3	4	3	2	0	1	1	4	1	0	0	0	0	2	0	1	0	1	0	0	0
KILLED SMALL GAME	0	1	0	2	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	3	0	0	2	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	36	50	56	46	34	36	31	32	32	36	36	31	23	18	13	21	19	21	11	11	12	12	13	13

TABLE D-40

DETAILED BREAKOUT CONTINUED

DAYS	73 TOTAL EVT/MD
NUMBER OF CASES	1 111
ACQUIRED FOOD/WATER	0 9 .0811
ACQUIRED MEDICAL AID	0 0 0.0000
ACQUIRED CLOTHING	0 1 .0090
FORCED FOOD/WATER	0 0 0.0000
FORCED MEDICAL AID	0 0 0.0000
FORCED CLOTHING	0 0 0.0000
GIVEN FOOD/WATER	0 11 .0991
GIVEN MEDICAL AID	0 1 .0090
GIVEN CLOTHING	0 5 .0450
SELF DEFENSE	0 7 .0631
SENSE OF SECURITY	0 8 .0721
KILLED SMALL GAME	0 0 0.0000
SIGNAL/MARKER	0 4 .0360
STAYED WITH FAMILY	0 69 .6216

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0

TABLE D-39 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

SELECTION CRITERION IS ALL CASES FOR WHICH  
TRAINING IS

NUMBER OF CASES SELECTED = 20

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	20	8	5	3	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	5	4	0	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	4	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	TOTAL	EVT/MO
NUMBER OF CASES	1	1	1	1	829	
ACQUIRED FOOD/WATER	0	0	0	0	56	.0676
ACQUIRED MEDICAL AID	0	0	0	0	3	.0036
ACQUIRED CLOTHING	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	91	.1096
GIVEN MEDICAL AID	0	0	0	0	10	.0121
GIVEN CLOTHING	0	0	0	0	23	.0277
SELF DEFENSE	0	0	0	0	11	.0133
SENSE OF SECURITY	0	0	0	0	44	.0531
KILLED SMALL GAME	0	0	0	0	0	0.0000
SIGNAL/MARKER	0	0	0	0	4	.0045
STAYED WITH FAMILY	1	1	1	1	419	.5054

TABLE D-33 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

TABLE D-36 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	4	4	4	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	9	9	9	9	9	8	8	8	8	8	8	7	7	5	5	5	5	5	5	4	4	4	4	4
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	7	7	7	7	7	6	5	6	6	6	6	6	6	6	4	4	4	4	4	3	3	3	3	3

SELECTION CRITERION IS ALL CASES FOR WHICH  
TRAINING IS YES

NUMBER OF CASES SELECTED = 144

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	144	73	50	36	28	23	19	17	15	14	14	12	12	12	11	11	11	10	9	9	9	9	9	9
ACQUIRED FOOD/WATER	8	11	9	7	2	3	4	3	2	2	2	1	1	1	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	1	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	37	18	14	8	7	2	2	1	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	7	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
GIVEN CLOTHING	13	5	3	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	5	1	2	0	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	25	7	5	2	1	1	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	8	11	12	14	14	11	10	11	10	9	8	8	8	8	9	9	9	8	7	8	8	8	8	7

TABLE D-38

CROSSTAB	TRAINING VS	EVA/POW	THEATER	ZONE	INJURY BAIL/DITCH SURV EQUIP	WEAPON	OFF/EM · CAPT/TURN
	TRAINING =	YES	NO	UNKNOWN			
NUMBER	OF CASES =	144	20	319			
EVA/POW	EVADEE POW	135	20	290			
		9	0	21			
THEATER	EUROPE	12	1	19			
	MEDITER	80	7	22			
	PACIFIC	17	0	56			
	MID EAST	0	1	4			
	CIB/SEA	35	11	210			
	OTHER	0	0	0			
ZONE	ENEMY TERR	4	0	8			
	OCCUP. TERR	139	20	310			
	COMBAT TER	1	0	1			
	FRNDLY TER	0	0	0			
INJURY	NONE	98	15	212			
	HEAD	6	1	23			
	LEG/FOOT	16	1	39			
	ARM	6	0	5			
	BODY	1	0	5			
	MULTIPLE	17	3	34			
BAIL/DITCH	BAILED OUT	125	17	235			
	CRASH LAND	19	3	83			
SURV EQUIP	YES	111	13	133			
	NO	8	2	22			
	ABANDONED	6	1	20			
	UNKNOWN	11	1	123			
	LOST	8	3	22			
WEAPON	YES	41	9	83			
	NO	35	3	13			
	DISPOSE OF	0	1	5			
	ACQUIRED	3	0	7			
	UNKNOWN	56	7	177			
	LOST	9	0	33			
OFF/EM	OFFICER	95	11	201			
	ENLISTED	49	9	118			
CAPT/TURN	CAPTURED	5	0	12			
	TURNED IN	4	0	9			

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	1359	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	115	.0846
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	.0037
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0007
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	145	.1067
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	14	.0103
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	38	.0280
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	19	.0140
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	60	.0442
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0007
STAYED WITH FAMILY	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	738	.5430

TABLE D-36 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	5	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
*STAYED WITH FAMILY	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3

TABLE D-36 (CONT)

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3	3

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	9	9	8	8	8	7	7	7	7	7	7	6	6	5	5	5	5	5	5	5	5	5	5	5
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	7	6	6	6	6	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4

TABLE D-36 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH  
WEAPON IS UNKNOWN

NUMBER OF CASES SELECTED = 240

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	240	131	84	57	51	40	35	33	29	28	26	24	23	21	20	19	14	10	9	9	9	9	9	9
ACQUIRED FOOD/WATER	18	16	19	12	7	6	6	4	4	4	3	4	1	2	2	1	1	1	1	1	1	1	0	0
ACQUIRED MEDICAL AID	1	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	72	25	14	7	6	2	2	1	1	1	0	1	1	3	6	3	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	9	2	1	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	27	5	1	2	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	13	1	2	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	42	5	2	2	2	1	2	0	0	1	1	1	0	0	0	0	1	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	18	25	32	29	27	22	23	22	19	20	20	16	14	12	12	12	11	8	7	7	7	7	8	7

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	641	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	33	.0392
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0036
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	54	.0642
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13	.0155
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	.0202
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11	.0131
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34	.0404
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0.0000
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	482	.5731

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1

TABLE D-35 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	14	14	14	14	13	13	4	4	4	4	4	4	4	4	4	4	4	4	4	3	3	3	3	3
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	5	5	5	4	4	3	4	4	4	4	4	4	4	4	4	4	4	4	3	3	3	3	3

SELECTION CRITERION IS ALL CASES FOR WHICH  
WEAPON IS NO DISPOSE OF LOST

NUMBER OF CASES SELECTED = 99

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	99	58	44	32	25	23	22	22	20	19	19	18	18	17	17	17	16	16	16	16	16	15	15	14
ACQUIRED FOOD/WATER	7	2	1	5	1	2	2	3	1	0	1	1	0	0	1	1	1	1	1	1	1	0	0	0
ACQUIRED MEDICAL AID	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	25	11	6	4	4	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	9	1	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
GIVEN CLOTHING	9	1	3	0	1	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	9	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	20	5	4	3	0	0	0	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	17	20	21	16	14	13	13	16	16	17	17	17	8	8	7	15	14	14	5	5	5	5	5	5

TABLE D-35

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	TOTAL	EVT/MD			
NUMBER OF CASES	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1047				
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	212	.2025			
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	.0046			
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0029			
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000		
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	134	.1280			
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6	.0057			
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	23	.0220			
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	28	.0267			
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	63	.0602			
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0086			
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	19	.0181			
STAYED WITH FAMILY	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	409	.3906			

TABLE D-34 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SHALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	9	9	9	9	7	7	7	7	7	7	4	3	3	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	9	5	5	5	3	3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	3

TABLE D-34 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH  
WEAPON IS YES ACQUIRED  
NUMBER OF CASES SELECTED = 144

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	144	95	77	62	54	40	37	34	30	28	27	21	18	17	15	15	13	13	12	12	11	11	10	10
ACQUIRED FOOD/WATER	17	32	19	17	23	15	18	13	12	10	8	6	2	3	2	1	1	1	0	0	0	0	0	0
ACQUIRED MEDICAL AID	2	1	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	29	16	20	18	13	2	7	6	2	3	1	0	1	4	4	2	1	1	0	3	1	0	0	0
GIVEN MEDICAL AID	1	1	1	0	1	0	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	12	6	2	0	2	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	17	4	1	0	3	0	0	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	29	15	5	0	3	3	2	0	1	0	3	0	0	0	0	0	1	0	0	0	1	0	0	0
KILLED SMALL GAME	0	1	0	2	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	8	2	0	2	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	10	17	17	16	7	13	6	6	8	9	8	7	10	7	4	4	4	8	7	8	9	9	9	9

CROSSTAB	WEAPON VS	THEATER	ZONE	OFF/EM	INJURY BAIL/DITCH	SURV EQUIP	EVA/POW	CAPT/TURN	TRAINING
	WEAPON =	YES	NO	DISPOSE OF	ACQUIRED	UNKNOWN	LOST		
NUMBER	OF CASES =	133	51	6	11	240	42		
THEATER	EUROPE	3	1	0	0	26	2		
	MEDITER	23	26	0	1	54	5		
	PACIFIC	29	11	1	3	20	9		
	MID EAST	1	0	0	0	4	0		
	CIB/SEA	77	13	5	7	136	26		
	OTHER	0	0	0	0	0	0		
ZONE	ENEMY TERR	2	0	0	0	10	0		
	OCCUP TERR	131	51	5	11	229	42		
	COMBAT TER	0	0	1	0	1	0		
	FRNDLY TER	0	0	0	0	0	0		
OFF/EM	OFFICER	80	30	6	8	154	30		
	ENLISTED	53	21	0	3	86	12		
INJURY	NONE	88	36	3	6	166	25		
	HEAD	9	2	0	2	13	4		
	LEG/FOOT	13	7	3	3	29	2		
	ARM	4	0	0	0	4	3		
	BODY	3	0	0	0	1	2		
	MULTIPLE	16	6	0	0	26	6		
BAIL/DITCH	Bailed OUT	101	43	5	11	185	32		
	CRASH LAND	32	8	0	0	55	10		
SURV EQUIP	YES	94	35	1	11	100	16		
	NO	15	8	1	0	8	0		
	ABANDONED	11	2	1	0	11	2		
	UNKNOWN	8	5	2	0	115	5		
	LOST	5	1	2	0	6	19		
EVA/POW	EVADEE	131	48	6	11	218	39		
	POW	2	3	0	0	22	3		
CAPT/TURN	CAPTURED	1	1	0	0	13	2		
	TURNED IN	1	2	0	0	9	1		
TRAINING	YES	41	35	0	3	56	9		
	NO	9	3	1	0	7	0		
	UNKNOWN	83	13	5	7	177	33		

TABLE D-33

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	755	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	29	.0384
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	77	.1020
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	7	.0093
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20	.0265
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0119
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	35	.0464
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	444	.5881

TABLE D-32 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	6	6	5	5	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	4	4	4	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

TABLE D-32 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH  
SURV EQUIP IS UNKNOWN

NUMBER OF CASES SELECTED = 135

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	135	72	41	28	23	20	19	18	18	18	18	17	16	15	15	14	9	7	7	7	7	6	6	6
ACQUIRED FOOD/WATER	3	4	4	3	2	2	2	1	1	1	1	3	0	1	1	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	37	15	5	3	2	1	0	0	1	0	0	1	0	3	6	3	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	3	1	1	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	16	1	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	25	5	0	2	0	0	1	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	10	9	9	16	12	11	11	14	14	15	15	11	10	9	9	9	8	6	6	6	6	6	6	5

TABLE D-32

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	893	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	80	.0896
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0034
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	72	.0806
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11	.0123
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13	.0146
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	23	.0250
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40	.0538
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0022
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	.0101
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	495	.5543

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	2

TABLE D-31 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	11	11	11	11	11	10	4	4	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	5	5	5	5	4	4	4	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	4

TABLE D-31 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH  
SURV EQUIP IS NO ABANDONED LOST  
NUMBER OF CASES SELECTED = 91

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	91	61	53	41	36	31	29	28	21	20	19	16	14	13	13	13	13	13	13	13	12	12	12	12
ACQUIRED FOOD/WATER	11	3	8	10	6	9	10	8	5	4	5	1	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	2	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	25	11	11	8	12	0	2	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	10	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	9	0	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	14	5	1	0	0	0	0	1	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	29	8	2	3	1	2	0	1	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	1	1	0	2	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	11	18	19	14	11	12	12	12	14	13	12	12	12	6	5	5	11	11	11	5	5	5	5	5

TABLE D-31

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1600	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	251	.1569
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10	.0063
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0019
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0006
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	185	.1156
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	15	.0094
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	45	.0281
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	26	.0163
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	74	.0463
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	7	.0044
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11	.0069
STAYED WITH FAMILY	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	690	.4313

TABLE D-30 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	3	3	3	3	3	3
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	2	2	2	2	2	2

TABLE D-30 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	15	15	15	15	14	14	11	11	11	11	8	7	7	6	6	6	6	6	6	5	5	5	5	5
ACQUIRED FOOD/WATER	0	4	4	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	11	7	7	7	6	6	5	6	6	6	6	6	6	5	5	5	5	5	5	4	4	4	4	4

TABLE D-30 (CON'T)

SELECTION CRITERION IS ALL CASES FOR WHICH  
SURV EQUIP IS YES

NUMBER OF CASES SELECTED = 258

DAYS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	258	151	111	82	71	60	46	43	40	37	35	30	29	27	24	24	21	19	17	17	17	17	16	15
ACQUIRED FOOD/WATER	28	43	27	21	23	12	14	11	11	9	6	7	3	4	4	3	3	3	2	2	2	1	0	0
ACQUIRED MEDICAL AID	4	2	1	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	65	26	24	18	9	6	8	4	2	4	1	0	2	4	4	2	1	1	0	3	1	0	0	0
GIVEN MEDICAL AID	6	3	1	0	2	0	1	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0
GIVEN CLOTHING	23	11	3	1	3	2	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	16	1	2	0	3	1	1	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	0	0
SENSE OF SECURITY	37	12	9	0	4	2	3	0	1	1	1	1	0	0	0	0	2	0	0	0	1	0	0	0
KILLED SMALL GAME	0	0	0	1	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	8	1	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	24	35	32	31	25	25	19	16	16	19	18	17	16	13	9	11	10	13	8	9	10	10	11	11

TABLE D-30

CROSSTAB	SURV EQUIP VS	EVA/POW	THEATER	ZONE	OFF/EM	INJURY	WEAPON BAIL/DITCH	CAPT/TURN	TRAINING
	SURV EQUIP =	YES	NO	ABANDONED	UNKNOWN	LOST			
NUMBER	OF CASES =	258	31	27	135	33			
EVA/POW	EVADEE POW	247	30	24	121	32			
THEATER		11	1	3	14	1			
	EUROPE	14	0	0	15	3			
	MEDITER	79	7	5	16	2			
	PACIFIC	32	14	3	13	11			
	MID EAST	3	0	0	2	0			
	CIB/SEA	130	10	19	89	17			
	OTHER	0	0	0	0	0			
ZONE	ENEMY TERR	4	1	0	6	1			
	OCCUP TERR	253	30	27	128	32			
	COMBAT TER	1	0	0	1	0			
	FRNDLY TER	0	0	0	0	0			
OFF/EM	OFFICER ENLISTED	166	21	22	78	21			
		92	10	5	57	12			
INJURY	NONE	178	21	18	94	14			
	HEAD	15	1	2	8	4			
	LEG/FOOT	30	4	2	16	5			
	ARM	6	0	1	2	2			
	BODY	3	1	1	0	1			
	MULTIPLE	25	4	3	15	7			
WEAPON	YES	94	15	11	8	5			
	NO	35	8	2	5	1			
	DISPOSE OF	1	0	1	2	2			
	ACQUIRED	11	0	0	0	0			
	UNKNOWN	100	8	11	115	6			
	LOST	16	0	2	5	19			
BAIL/DITCH	Bailed OUT	209	20	17	110	22			
	CRASH LAND	49	11	10	25	10			
CAPT/TURN	CAPTURED	5	0	1	10	1			
	TURNED IN	6	1	2	4	1			
TRAINING	YES	111	8	6	11	8			
	NO	13	2	1	1	3			
	UNKNOWN	133	21	20	123	22			

TABLE D-29

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	795	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	148	.1862
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	.0063
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0013
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	71	.0893
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10	.0126
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13	.0164
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	19	.0239
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49	.0616
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	7	.0088
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	.0013
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	384	.4830

TABLE D-23 (CON'T)

DETAILED BREAKOUT CONTINUED

	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
DAYS	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

DETAILED BREAKOUT CONTINUED

DAYS	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
NUMBER OF CASES	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	2	2	2	2
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	3	3	2	3	3	3	3	3	3	3	3	3	3	3	3	2	2	2	2	2

SELECTION CRITERION IS ALL CASES FOR WHICH  
BAIL/DITCH IS CRASH LAND  
NUMBER OF CASES SELECTED = 105

	DAYS																							
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
NUMBER OF CASES	105	63	49	43	40	33	29	27	22	22	21	16	16	15	12	11	9	8	8	7	6	5	5	
ACQUIRED FOOD/WATER	19	21	21	18	14	10	14	11	7	6	4	1	0	1	1	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	1	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	21	12	10	6	4	0	6	2	1	3	1	1	1	1	0	0	0	0	0	1	1	0	0	0
GIVEN MEDICAL AID	6	1	2	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	8	3	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	7	6	3	0	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	16	16	5	1	3	2	2	1	1	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0
KILLED SMALL GAME	0	0	0	1	0	0	0	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	5	9	11	12	6	8	6	9	9	11	11	9	8	7	7	7	6	5	4	4	4	4	4	4

DETAILED BREAKOUT CONTINUED

DAYS	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	TOTAL	EVT/MD
NUMBER OF CASES	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	2452	
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	212	.0865
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8	.0033
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	.0012
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0000
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	263	.1073
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	23	.0094
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	65	.0265
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	39	.0159
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	108	.0440
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	.0008
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	19	.0077
STAYED WITH FAMILY	4	4	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	1245	.5077

TABLE D-27 (CON'T)

DETAILED BREAKOUT CONTINUED

DAYS	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
NUMBER OF CASES	6	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
STAYED WITH FAMILY	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

DETAILED BREAKOUT CONTINUED

DAYS	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
NUMBER OF CASES	8	8	8	8	8	8	8	8	7	7	7	7	7	7	7	7	7	7	6	6	6	6	6	6
ACQUIRED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ACQUIRED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ACQUIRED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
FORCED CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN FOOD/WATER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN MEDICAL AID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
GIVEN CLOTHING	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SELF DEFENSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SENSE OF SECURITY	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
KILLED SMALL GAME	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
SIGNAL/MARKER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
STAYED WITH FAMILY	7	7	7	7	7	6	6	6	6	6	6	6	6	6	6	6	6	6	5	5	5	5	4	

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